

10 AMAZING PLAYABLE DEMOS ON YOUR FREE PS2 DVD!



# PlayStation®2

## OFFICIAL MAGAZINE-AUSTRALIA

### THE HULK

The radioactive rampage explodes onto PS2. Exclusive preview!



**10**  
PLAYABLE  
DEMOS

**IT'S A  
CRIME!**  
DON'T MISS  
OUR MASSIVE  
PREVIEW OF  
TRUE CRIME

### SOUL CALIBUR II

Why Soul Calibur II is the sharpest fighting game ever! Read it here first!

### TOY STORY

The official verdict on Sony's sexy new Eye Toy!

AUSSIE EXCLUSIVE!

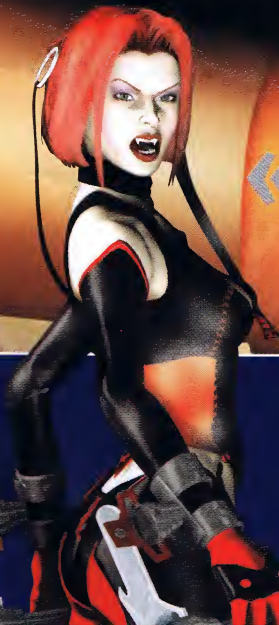
### ESCAPE ARTIST

Gritty World War II action comes to PS2 with The Great Escape!



### BLOODY BRILLIANT

BloodRayne reviewed inside! She'll carve your heart out!



**FIRST REVIEW!**

### SILENT HILL 3

The scariest videogame ever!  
Can you handle the horror?

### JAK'S BACK

Jak & Daxter 2 – Double trouble & twice the fun!



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ISSUE 15 JUNE 2003

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# Shinobi™

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PlayStation®2





ISSUE 15  
JUNE 2003



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# PlayStation®2

## OFFICIAL MAGAZINE-AUSTRALIA

### PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

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#### NAZ'S TOP 2

##### MIDNIGHT CLUB 2 (ROCKSTAR) OUT NOW

The whole online thing may be a few months off yet but some nice people have already slung an online kit and a copy of *Midnight Club 2* my way and I've got to say, "I feel the need for speed!" Turn to page 97 to find out how you could win your own hotted-up *Midnight Club 2* sports car.

##### DEVIL MAY CRY 2 (TMQ) OUT NOW

Dante's back and I'm loving every minute of it. The pacing may not be as slick as the original but the action is fast and frantic and the bosses are still just as crazy. Bring it on!



#### JASON'S TOP 2

##### THE THING (DOX) NOW

Yea, yea, it came out ages ago, but I've only just gotten to it. It's not a scratch on *Resi* but still has all the blood and mutant-kittens you could ask for. Definitely worth a play for any fan of the genre.

##### FUTURAMA (TMQ) TBA

Sadly *Futurama* has gone the way of the *Zim*. But that won't stop us revelling in all it's cell-shaded shenanigans with *Slurm* in hand! Now, someone please make a game based on the almighty *Invader Zim*! "GIIIVE TO ZIIIM!"



**"only classic moments... are capable of evoking that extra special something."**

## EDITOR'S LETTER



Don't you just love that feeling when you re-discover a lost love? Whether it be a teenage romance, pulling out a t-shirt you'd forgotten you owned, watching that "cult" movie or; going back to play that old classic and remembering exactly why you used to spend every waking minute trying to collect every single power-up and gem in the entire game just to make sure there wasn't a second ending - it's only classic moments like these that are capable of evoking that extra special something.

It was just on the weekend, that some friends and I had a get together. Out came the PS2 and we were soon blasting our way through *TimeSplitters 2* and racing around on *Gran Turismo 3* before I found myself showcasing the delights of *Vice City* and gory splendour of *Silent Hill 3*. It wasn't much longer though, that we unpacked and played my PSone and NES. Enjoying the sensory delights of *Duck Hunt*, *Mario*, *Tetris*, *ISS*, *WipeOut* and the original *Metal Gear Solid* soon ensued.

As with any 'party' with my rowdy mates, this led to a heated discussion! This time about the merits and history of videogames... Has it lost its charm and mystique? Will there ever be any more classics, like the days of the original *Mario* or the legendary PSone games? Can the graphics make up for the loss of 'rawness' that was once so evident in our games? Has all the romance been lost?

Of course not! After some to and fro-ing and plenty of deliberation, we concluded that we're actually at the pinnacle of gaming as we know it right now. Never before have we seen such imagination and innovation. The delineation between game and reality has never been so blurred. This is the 'golden era'. Did you ever think games would reach a level where you were genuinely scared? Or have you so 'immersed' that you're convinced you're sitting behind a wheel and racing?

But one more thing... anyone keen for an *ISS* or *PES* challenge? Drop us a line here at OPS2 Towers. I'd love to hear from you!

*Richie Young*

**RICHELIE YOUNG**  
Editor



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Official PlayStation Magazine, in conjunction with TDK Australia, are offering an offer just too good to refuse! Get this - everyone who registers before the closing date will have a chance to win their very own copy of the superb *World Racing* for PS2! Turn to page 82 for all the details! \*Offer applies to Australian residents only



A D A N N Y B O Y L E F I L M

DAY 1:  
**EXPOSURE**  
DAY 3:  
**INFECTION**  
DAY 8:  
**EPIDEMIC**  
DAY 15:  
**EVACUATION**  
DAY 20:  
**DEVASTATION**



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## Shinobi

Play one whole level of lightning-fast scores 'n' scarves ninja action!

**10 PLAYABLE DEMOS**  
ONLY AVAILABLE WITH THIS MAGAZINE!



Also playable:  
PACIFIC RIM • CRIMINAL MINDS • RESIDENT EVIL ONLINE • MOTO GP3  
HUGO BOSS • PROJECT EDEN • MOWE

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DVD

VCR

PLAYSTATION 2

## ON THE DVD

## PLAYABLE DEMOS

OTHER MAGAZINES LET YOU WATCH, OPS2 LETS YOU PLAY...



A big red scarf and slicey-dicey action tops the bill this month as eighties arcade stalwart Shinobi comes to PS2. We reviewed the game last month and gave it a respectable 8/10, but don't just take our word for it – play the shuriken-throwing stylised ninja for yourself. You're welcome.

Richie Young

**RICHIE YOUNG**  
Editor

**PS** To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊕ to start up your choice. Please note, you may have to reset your PS2 after some demos.



## challenge

Can you Tate (pronounced 'Ta-tey') the first five squads of enemies? That is, kill them all before the attacker falls to the ground? Your reward is a cool cut-scene.

## tip

Pressing and holding ⊕ will trigger a targeting system designed to keep your sights on the frustratingly evasive enemies.

**YOU SHINOBI SERIOUS?** A whole level of the fine arcade action game from Sega? Yes indeed. So spark up the DVD and sharpen those swordplay skills.

This is the second level from the game. You'll find yourself in an ornate park within Shinobi's twisted alternative Japan. Running forwards through the game will trigger the arrival of attackers who must be removed in order to open the portal through to the next combat area. The remaining number of foes in each zone is shown in the top-right of the screen.

Use your shuriken throwing knives and 'smart bomb' attacks to dispatch a baying horde with a single pad-push. And don't forget to use your stealth dash – this will keep you out of trouble and will also prolong your jumps over the instant-death chasms.

## THE CONTROLS

D-pad	Choose Ninjitsu attack
L-stick	Movement
R-stick	Move camera
⊗	Stealth dash
⊙	Sword
△	Shuriken
⊕	Jump
⊕	Camera reset
⊕	Ninjitsu special attack
⊕	Lock-on
⊕	Select target
START	Pause



PUBLISHER: SEGA  
GAME TYPE: ACTION/  
ADVENTURE  
OUT: NOW  
PLAYERS: 1



# PlayStation 2

OFFICIAL MAGAZINE-AUSTRALIA

## MotoGP3

Official Game Of MotoGP



PUBLISHER: SONY  
GAME TYPE: RACING  
OUT: NOW  
PLAYERS: 1  
(FULL GAME 1-2)

**THE FULL-GAME** is littered with options, plus all the tracks and real-life riders of the official MotoGP sport. In this demo, however, you're treated to a teaser of the action to come, via a single two-lap race on the sunny Estoril track in... um... sunny Portugal.

The game itself is simple but you'll be amazed at how different MotoGP is compared to Formula Oneing. You'll have to slow down violently in time for corners – choose your angle of entry into the bend, feather the throttle to maintain your line through it and select the exact moment to gun the gas and go for it like a loon down the straights.

And at the start of the demo you can choose just how different (ie, tough) you want things to be – you can select from three difficulty levels and choose whether you want crashes 'on' or 'off'. Do play with crashes 'on' – the sight of you sliding along on your ass into a wall at 100mph cannot be topped.

### THE CONTROLS

L-stick Movement  
R-stick Accelerate  
Triangle Brake  
Square Change view  
X Pause



**tip**

The way to overtake is to stay on that throttle just a little longer than the bike in front. Then dive in for a sharper line, tap the gas to keep you from going wide, then hit it again when you come out the other side.



PUBLISHER: THQ  
GAME TYPE: BEAT-'EM-UP  
OUT: NOW  
PLAYERS: 1-2

## PRIDE

FIGHTING CHAMPIONSHIPS

**PRIDE IS THE** most violent sport in the world. Boxers are made to wear padded gloves so they don't hurt each other and wrestlers these days are more concerned with their make-up than breaking limbs. It's time for some *real* fighting.

As to whether you've heard of any of the four fighters featured in this demo, we don't know. However, when it comes to perfectly competent and very different beat-'em-ups, you've certainly got to sit up and take notice of *Pride*.

It plays like a combination of *Tekken* and *Smackdown*. Soften up your opponent with punches and kicks, then go for the grapple. Fights are more often won by diminishing that stamina bar (in blue) to zero rather than the more conventional depletion of the red strength bar.

Whittle away the stamina then go for a painful pin or submission in order to win. Have it!!

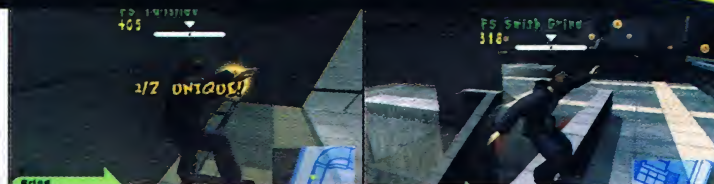
### THE CONTROLS

D-pad Movement (tap for quick step)  
Left punch Left kick  
Right punch Right kick  
Triangle Catch punch  
Square Catch kick  
X Attempt a tackle or submission  
O Attempt a tackle or submission  
L Quit game  
R Pause



**tip**

Stay out of trouble and know your fighter's limitations. Wrestlers are much more effective on the mat, while a kickboxer is much better if he can stay on his feet.



## EVOLUTION SKATEBOARDING

**SOME PEOPLE PREFER** the long-established real-life antics of The Hawkster. Others may prefer the slightly more videogame-related fun of *Evolution Skateboarding*. After all, painfully clanging your spades on a real-life railing is no fun, so why not make the proceedings a little more arcadey and a little more enjoyable?

There's a big heap of objectives to complete in this huge demo. Once you've picked your skater (from a choice of two) you're free to annoy the residents of our inner-city skate area. Keep an eye out for collectables and pick-ups scattered around – if you can see them, you can grab 'em.

There are plenty of secrets to discover, too – the rule is that if it's flat and smooth and you can ollie up onto it, then it's grindable. Doing so will lead you to otherwise off-limits trick zones. Have fun.

### THE CONTROLS

L-stick Movement  
Triangle Ollie  
Square Flip  
X Grind (hold button)  
O Grab  
L + R Spin  
R Pause



PUBLISHER: INFOGRAMES  
GAME TYPE: SPORTS  
OUT: NOW  
PLAYERS: 1

**tip**

If you see a sign saying 'Grind' on any flat surface, you've got to perform a grind past this point. Doing so will invariably open up an otherwise inaccessible area.



# WRC II EXTREME

# WIN!

Yes! You can win this car (that you can actually sit in and drive) just by being good at our WRC II Extreme demo.

Cutting the mustard will win you a place at the WRC II Extreme final – from there, you're on your own. Visit [www.wrc2extreme.com](http://www.wrc2extreme.com) for more.



PUBLISHER: SONY  
GAME TYPE: RACING  
OUT: NOW  
PLAYERS: 1  
(FULL GAME 1-2)

**YES, PLAY THIS DEMO** and you might actually end up winning the car below. The demo features a vast 16 stages to race on – but you're going to have to be good if you want to earn access to them.

Germany is the only selectable option from the start. In each race a time in green counts down. This is the time to the next checkpoint. If this changes to red then you're behind the time set by the winning run you're trying to beat. But better this time and you'll be allowed onto the next track. In the full version of the game, you'll be free to practise these levels at your leisure.

Finish the four races on offer in Germany in less than the target time (which takes some beating) and you'll be given a pass code which you can enter on the [www.wrc2extreme.com](http://www.wrc2extreme.com) website. Make sure you save your game to Memory Card when presented with the opportunity – you'll need this as evidence, should you be one of the lucky winners.

Once you've beaten Germany, another of the countries will be unlocked. Play all four countries and enter all these four codes on the [www.wrc2extreme.com](http://www.wrc2extreme.com) website. If you're top of the league on the competition's closing date (31 May 2003) then you'll win a petrol-powered remote-control car and an invite to compete in the international WRC final. The winner at this event will win the WRC Rally Car driven by two-times World Rally Champion Carlos Sainz.

We'll be covering the competition and its winners in future issues of OPS2. Good luck!



## THE CONTROLS

L-stick Steer left/right  
R-stick Accelerate/brake  
⊗ Accelerate  
ⓐ Brake  
ⓐ Change view  
ⓐ Handbrake  
ⓐ Gear up  
ⓐ Gear down  
ⓐ Pause/options  
ⓐ Repair display



**WHILE WE'RE WAITING FOR** *Lara Croft Tomb Raider: The Angel of Darkness*, what better way to fill in the action-adventure void than to replay the game from the self-same minds that brought Lara to life?

This was Core's first PS2 adventure and is a tale of a four-man squad eager to escape a nightmarish future world.

The real trick with *Project Eden* is the ability to take control of multiple characters – commanding one at a time, then switching between them in order to accomplish various tasks. Each has their own unique abilities (as you will discover) so if you're up against it with one, then try bringing another in to help.

**tip**

Avoid wandering aimlessly. Your objective is to get all of your team into the UPS access lift, which is shown on your scanner as a yellow arrow. Use the **L3** button to move all your men simultaneously.

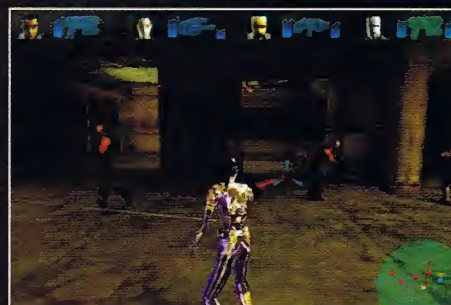


PUBLISHER: INFOGRAMES  
GAME TYPE: ACTION/ADVENTURE  
OUT: NOW  
PLAYERS: 1



## THE CONTROLS

L-Stick Movement  
R-Stick Move camera  
D-pad Change character  
⊗ Menu  
ⓐ Change weapon  
ⓐ Torch on/off  
ⓐ Weapon mode  
ⓐ Duck  
ⓐ "All follow me"  
L3 Change view  
ⓐ Action  
ⓐ Target assist  
ⓐ Pause/options

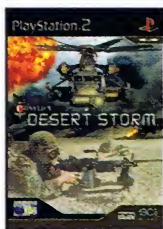




## CONFLICT DESERT STORM

**GIVEN THE CURRENT** climate we couldn't resist re-running this excellent war sim for you. This is the game's first mission and you've just been air-dropped at the Kuwait/Iraqi border.

There are four parts to the mission. Your first objective is to rescue your captured comrade. To do this you need to locate the shed in which he's hiding, then secure the area with stealth (using the P-228 silenced pistol and commando knife) or go for the full frontal approach with the Colt M16A2, grenades and anti-tank rockets.



PUBLISHER: INFOGRAMES  
GAME TYPE: ACTION/ADVENTURE  
OUT: NOW  
PLAYERS: 1  
(FULL GAME 1-2)

### THE CONTROLS

L-stick Move forwards/backwards and Strafe left/right  
R-stick Look around/aim  
⊗ Reload/action  
⊙ Orders  
Ⓢ Inventory  
Ⓤ Crouch and crawl  
Ⓦ Fire  
Ⓦ Look behind  
Ⓦ Assign orders  
Ⓦ Pause

Once you've led him out to safety he'll join you in battle. You've then got to find some C4, take out the bridge supports and get the hell out of there.

Be warned: this demo is very action-sensitive – if you lose the plot and run around aimlessly, it'll reset. But keep on track and play well and you'll be allowed to finish the mission. The full game, without such limits, is highly recommended.

**tip** Make good use of your two players. Position one on high, where he can take out the enemy, while the other soldier does the ground work.



PUBLISHER: UBI SOFT  
GAME TYPE: ACTION  
OUT: NOW  
PLAYERS: 1-2

**BACK BY PUBLIC DEMAND.** Up to two people can enjoy this ten-minute taster of PS2's premier ancient Chinese war sim.

Pick one of three characters (a second player may insert a pad into port two, press **Start** and make a selection) then choose what kit you'd like to tool up with. You can also pick the form your personal bodyguard takes.

There are other options in this menu so feel free to size up the enemy defences or learn the names of your foe's generals.

A few more pad-pushes later and you'll be in the thick of combat. Use the scanner (top-right) to judge the position of the enemy (press **△** to zoom in) and let 'em have it.

### THE CONTROLS

L-stick Movement  
⊗ Jump/mount and dismount horse  
Ⓢ Attack  
Ⓢ Spin attack  
Ⓢ Power up (hold)/magic attack  
Ⓢ Switch to bow mode  
Ⓢ Switch map view  
Ⓢ Reposition camera  
Ⓢ Remove enemy health bars  
Ⓢ Pause/options

**tip** When not in the thick of the action, hold **△** to build up your magic meter. When it's full, another tap of **△** will send you mental and you'll take out anyone nearby.



**THERE IS AN** evil curse that pervades in the world of videogames. That curse is release-date slippage, and its latest prey is *Primal*. However, its delayed on-sale date means that as we re-run this demo, the game will only just be available in shops.

Choose either the 50 or 60Hz mode at the start of the demo. If your TV can handle it we recommend the 60Hz mode for full-frame and full-speed action.

Our demo features a lengthy episode from the game and has extensive built-in training. Simply follow the captions at the bottom of the screen to learn the controls and discover your purpose.

In-game character Scree will keep you on the right track, leading you from objective to objective while explaining the finer points of the game's plot as you go. Dive in, explore the world and discover for yourself all that *Primal* has to offer.

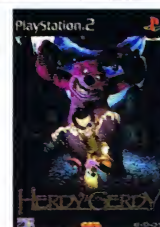


PUBLISHER: SONY  
GAME TYPE: ACTION ADVENTURE  
OUT: NOW  
PLAYERS: 1

### THE CONTROLS

L-stick Movement  
⊗ Switch target  
Ⓢ Attack mode  
Ⓢ Spinning attack  
Ⓢ Left attack  
Ⓢ Reposition camera/block  
Ⓢ Pause

**tip** Switch between multiple enemies (by pressing **⊗**) as they attack. That way you won't be attacked from behind.



PUBLISHER: INFOGRAMES  
GAME TYPE: ACTION  
OUT: NOW  
PLAYERS: 1

**IT'S NOT ALL** about herding, y'know. There's a fair portion of gerding, too.

This early section from the game allows you to get to grips with the game's totally unique gameplay. This is one of the games Core created instead of getting on with making *Tomb Raider*. A smart move? You decide.

Your first task is to herd 15 Doops into the pen. A simple enough beginning. Things become more complex once you journey through the pathway (denoted by a red arrow) and have to contend with the nippy Gromps. Give chase once you get within their line of sight.

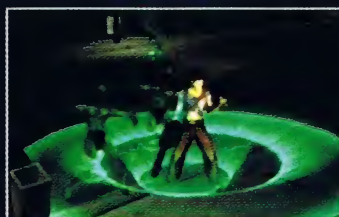
Once the Gromps have been led into their traps, it's a matter of carefully herding the Doops into pens. If this demo catches your imagination, there are umpteen more fiendish levels in the finished game.

### THE CONTROLS

L-stick: Movement  
R-stick: Move camera  
⊗ Jump  
Ⓢ Talk  
Ⓢ Use item  
Ⓢ walk  
Ⓢ Cycle defensive weapons  
Ⓢ Run  
Ⓢ Change view  
Ⓢ Pause/options

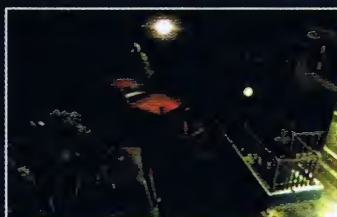
**tip** Use the terrain to your advantage. Herd your Doops down a channel (rather than across the open ground) and they're less likely to split.

## CHECK OUT THESE VIDEOS OF THE HOTTEST NEW PS2 RELEASES...



### EVIL DEAD: A FISTFUL OF BOOMSTICK

Yes, it's rather gory, but it's also rather silly. It's the (second) game of the legendary 'off-beat' *Evil Dead* horror movies. Switch off your mind and see the funny side of this ludicrous clip.



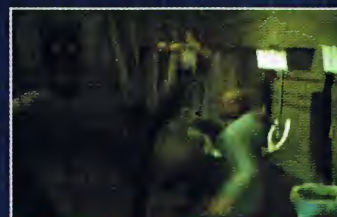
### RESIDENT EVIL ONLINE

In *Resident Evil Online* no-one can hear you scream – unless, of course, you remember to wear your USB headset. Join three other friends and journey – via the miracle of PS2 online – through a haunted house together. Mummy!



### SOCOM: US NAVY SEALS

The activities of the US elite are quite topical at the present. Here's your chance to taste the pain of anti-terrorist activity for yourself. This video shows both single-player and multiplayer online action.



### TRUE CRIME

This crime-swatting Jack-of-all-trades mixes videogame styles with graphical aplomb. You're a one-man gang-busting powerhouse. Like Mel Gibson in *Lethal Weapon*. Only without Danny Glover.



# UNCOVERING THE LATEST PS2 NEWS EVERY MONTH

SPY EDITOR: NARAYAN PATTISON/SPY CONTRIBUTORS: TIM CLARK, PAUL FITZPATRICK, ALERIC LINDEN, STEPHEN PIERCE, JOEL SNAPE, ED STERN, TRISTAN OGILVIE

■ LAZARUS JONES  
Didn't used to believe in ghosts. Does now.

## WHO YOU GONNA CALL?



© SCE, INTAS

In a hurry? Here's the condensed version... SCE brings us a modern-day Ghostbusters in this sick and twisted take on survival horror. Balancing a tricky mix of movie production values and traditional game concepts, it looks to be a nightmare come true for horror fans.

Forget Silent Hill and Resident Evil, the latest spectre in horror gaming has arrived. OPS2 unveils SCE's Ghosthunter – guaranteed to make you pee your strides.

**MEET LAZARUS JONES.** He's the ghosthunter. The new anti-hero of Studio Cambridge's *Ghosthunter*, a revolutionary new action title from the same development house that brought you *Primal*. Like Jen in *Primal*, Lazarus isn't your traditional monosyllabic, macho lead character.

As a Detroit police officer on a routine call to a derelict High School he's unwittingly dragged into a terrifying supernatural world and given the power to see ghosts.

Initially, Lazarus – understandably – is somewhat perturbed. No. Make that f\*cking scared.

Lazarus and his partner, Anna Steele, should perhaps have read the first chapter of *Horror Movie Plots For Beginners* before striding, balls out, into the creaky High School. As most derelict buildings are, it was the site of a series of horrific

murders and the location of a secret ghost research laboratory. (All making a little bit more sense now?) While exploring the building, Lazarus and Anna stumble on the lab, and then it all kicks off. Anna gets abducted, Lazarus gets possessed and we've got a game on our hands.

To get an idea of the atmosphere of *Ghosthunter*, consider this description from Creator James Shepherd: "The gameplay is focused on making the player really scared. All the time." The last time someone said that, they were describing a *Silent Hill* game. But instead of meat puppets and walking spleens, *Ghosthunter* plays on your primal fears. It twists and subverts normality (check out that hideously oversized evil teddy bear) and draws on horror film staples with the aim of completely unsettling the player. Your task? Accompany Lazarus as he comes to terms with his new role as a modern-day Ghostbuster and busts some spiritual ass. □ GW

### Fear and Effect

It's the game they're calling 'Survival Horror evolved'. But what does that actually mean? James Shepherd, Creative Director of *Ghosthunter* explains.

#### IT LOOKS THE BOMB!

"We've taken our studio's state-of-the-art graphics engine (last seen in *Primal*) and added in a new layer of special effects technology to create the most advanced interactive graphics yet seen on PS2."

#### IT'S AN ORIGINAL GAME CONCEPT!

"It's not a stealth game or an all-out blaster. As the name implies, it's a 'hunting' game. Lazarus has to chase and trap ghosts and monsters, some of whom don't take too kindly to being chased."

#### IT HAS MOVIE PRODUCTION VALUES!

"One of the team's aims is to make a game with the production values of a movie, without losing the interactive immersion of the greatest games. I think we're well on the way to achieving this."

#### IT'S GOT FREAKISH MONSTERS!

"You'll have to see the monsters in the game to believe them – these screenshots just show the baby ones." [What, you mean they get even bigger? – Ed]

#### IT'LL APPEAL TO HORROR FILM FANS!

"Playing *Ghosthunter* will be like starring in all the best horror movies you've ever seen rolled into one."

\*By the way... where Shepherd refers to ghosts and monsters' think supernatural/psychological horror films as opposed to Monsters, Inc. and Scooby-Doo. This isn't for the foppers...





Lurking in a foot of water, this hunk of horribleness looks like a crocodile. It's pretty scary. Then, it stands up and reveals a roaring chainsaw with blood on it. And there's just a black hole where its head should be. Thank the Lord your alarm just went off.



So, Zippy got angry and slashed Bungle's guts open. Now the big cuddly bear's got a cob on so he picks up a little girl and uses her as a club. Just like those dreams that mess with your sense of proportion and cause small inanimate objects to become really frightening. Like anvils. Or vacuum cleaners.



## Alone In The Dark

**"I ain't afraid of no ghost!" And who would be with a hefty 'supernatural weapon' in their hand.**

Lest we forget this is an all-out action game. So we do have big extravagant guns and also special 'supernatural guns' for shooting ghosts. We're told combat plays an important part in the trapping and extinguishing of apparitions, whether it's a chaotic firefight or a silent stealth kill. The game is structured around a story but you'll be able to backtrack in certain levels to return to areas and capture more ghosts after Lazarus has powered up.

## Sh\*t the Bed!

Think of your last bad dream. No, not the one that involved an unnatural encounter with your mother; the dream where you were running away from an axe-wielding cyclops and your legs felt as weak as straws. The creators of Ghosthunter know about them – and here, they're the stars. Meet your own worst nightmares...

It's a baby in the womb. In a fish tank. Not particularly scary if you've ever sat through sex education (for those who haven't, that's where you came from). But look closer. Its arms and legs are falling off. Furthermore, why is it so big? Okay, big babies with detachable arms and legs are slightly disturbing.



## Mannequin Alive!

**Studio Cambridge has outstanding heritage – Medieval, C-12, Primal. All these games pushed consoles to the maximum with lush visual effects. Ghosthunter is no exception as Creative Director, James Shepherd explains...**

"One of the main criteria at the inception of the project was to produce something that had never been seen on a videogame console before. Rather than get loads of crappy-looking enemies on screen, we wanted a few mind-blowing enemies that looked visually stunning and pushed the power of PS2 to its limits."

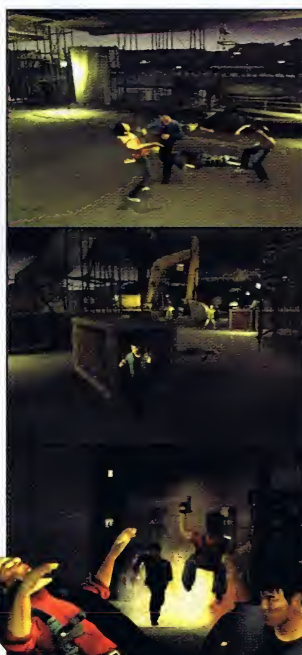
# JET DOWN ON IT

*Jet Li bursts back in Rise To Honor screens.*

**THIS FREE-ROAMING** chopsocky beat-'em-up first caught our attention back in September last year after it was announced at the Sony Gamers Day in America. *Rise To Honor* broke the mould of derivative Hong Kong action movie titles by starring real-life martial artist Jet Li and enlisting the fighting choreography of Corey Yuen (the HK version of Kevin Adams from *Fame Academy*). Aside from the movie link and the fact that it involved elaborate shoeing techniques, SCEA kept the game specifics under wraps.

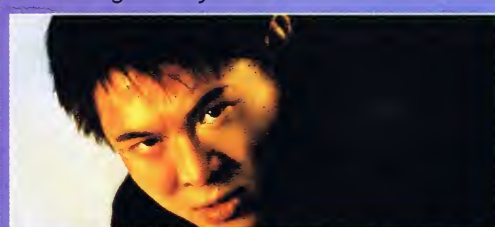
Seven months on and it still isn't giving anything away. There's a new set of screens that look a little more smooth around the edges with Li throwing shapes around a dockyard, but Foster City Studios, the developer behind the game, has issued the exact same press release to accompany them. Duh! What's certain is that the game will feature both Hong Kong and San Francisco as locations and a 'multi-faceted fight system' will facilitate the multiple enemy melee.

There are obvious comparisons to be drawn from other similarly inspired titles – the motion-captured animations are very *Dead To Rights*, and the multi-enemy close-quarter combat can be found in *The Matrix* – but *Rise To Honor* has Jet Li at the helm, the closest we have to a contemporary Bruce Lee. That alone should be reason enough to get beat-'em-up fans excited. □ GW



## JET 'N' WILD

*Introducing the very best in Jet Li's movie career.*



### THE SHAOLIN TEMPLE (1979)

After taking up kung fu at nine, winning the Chinese nationals a couple of years later and performing in front of Richard Nixon at 12, Jet made his film debut when he was just 18. Loads of wireless violence made for a huge hit, and contributed to a massive influx of tourists to The Shaolin Temple.

### ONCE UPON A TIME IN CHINA (1991)

Jet plays real Chinese folk hero Wong Fei Hun: respected physician, acupuncturist and master of drunken style. Tsui Hark's period stylings and an amazing fight using bamboo ladders paved the way for three sequels and a *Carry On*-style spin-off (*Last Hero In China*) where Wong accidentally relocates next door to a brothel. No, really.

### FIST OF LEGEND (1994)

A remake of Bruce Lee's *Fist Of Fury*, except with less anti-Japanese sentiment, more fighting and some of the best dialogue ever. Look out for Director Yuen Wo Ping's trademarks, including punches stopped just before impact – you'll see them again in his *Matrix* choreography.



**ebay**.COM.AU

## NEWS FOR JUNE

**ATARI PONG SYSTEMS** are like the Model T's of the videogame industry. Fortunately, they are a lot more affordable for collectors than Henry Ford's creations.

Atari's first standalone home Pong system was released in 1976 (two years before the 2600) and was enormously successful, selling millions of units worldwide. Super Pong and Ultra Pong variants were released very soon after.

eBay's Retro/Vintage and Atari Games categories are your best bet for getting a bargain. Auctions for the most common Super Pong units can end as low as \$10, with an average price of \$50 for a machine in excellent condition. Boxed Atari Pong systems complete with instructions recently fetched \$180 in the States and \$280 in the UK.

If you don't care about the Atari label, hundreds of Pong variants from countless manufacturers provide the same retro experience. They're often called "TV Game" or "TV Sports" units and were usually made in the late '70s or early '80s. They are usually in colour, but many are limited to black and white. Some have selectable alternative games like hockey and squash, others accept cartridges, some even come with a gun for a simple target shooting game.

In Australia, Tandy, Tempest and Hanimex models are the most common, and can be picked up for as little as \$5 on eBay, but usually around \$20. A useful rarity guide can be found at:

[www.pong-story.com/mypongs.htm](http://www.pong-story.com/mypongs.htm)



■ **SMASH'N' GLAD?**  
Would crash damage like this be a boon or a bane in *Gran Turismo 4*?

# YOU KNOW IT MAKES DENTS

*Is the latest evolution of Gran Turismo going to include damageable car models, we ponder...*

## WITH DAMAGE OR WITHOUT?

Broken fenders, dented panels, smashed lights. Trim hanging off. Bumpers scratched. Tyres burst. Whiplash. Or indestructible cars, bouncing off curbs and pristine paintwork. What would you prefer? Sorry. We ought to fill you in. It's a question *OPS2* has been pondering for the past few weeks – would *Gran Turismo 4* actually be any better for having damageable cars?

We're divided on the issue. Some reckon it's logical for the Real Driving

Simulator to have breakable car models. Otherwise it's not realistic, right? The rest of us? Well, *GT* would be even more tedious if every time you dinked a curb at 100kph you were forced to phone a mechanic from the back of an ambulance.

Developer Polyphony Digital is certainly considering the option. The President of the company recently mentioned it was looking into including a damage option – a function usually disputed by car makers, who claim their vehicles being smashed up in a videogame could be detrimental to their image.

All will be revealed next month if SCEJ delivers on its promise of giving us first info on *GT4*. Our instinct is that it's a lot earlier in development than other sources suggest and we won't see it [and its new network battle function] until at least summer 2004. So, with damage or without? □ GW

## BLUE LINES

Short but sweet PS2 snippets heard by the Ear of Truth.

**Film-making sim The Movies is PS2-bound. Its developer has been approached by a Hollywood producer to do a tie-in movie. Yep.**



**This Logitech keyboard is specially designed for the PS2 with online play in mind. It's officially licensed by SCE and is ideal for EverQuest.**



## WORLD EXCLUSIVE!

# ROCK ME, ANOTHER DEUS?

*Eidos confirms fate of cerebral sci-fi sequel.*

Trust no-one. It's the first rule in the world of techno-noir conspiracies and why we're increasingly suspicious over the status of *Deus Ex: Invisible War*, the follow-up to Ion Storm's critically-fondled cyber-thriller. At last year's E3 the game was apparently confirmed for PS2, but subsequent info-bursts have omitted any mention of the bevelled black box. And Eidos recently took the worrying step of removing the PS2 logo from the game's product listing page.

So what's the score uncle Eidos? "DX2 will not be coming out on PS2," confirms our shadowy source. What, ever? "No, but we can tell you that Ion Storm is working on a secret game, also set in the *Deus Ex* universe, and exclusive to PS2. It's going to be very special indeed." Kiss our nano-enhanced asses, that's a scoop! Apparently the new game is so secret that it won't even be announced at this year's E3. So where will you be able to see it first? Well, here's a clue: You're holding the answer in your hands right now. □ TC

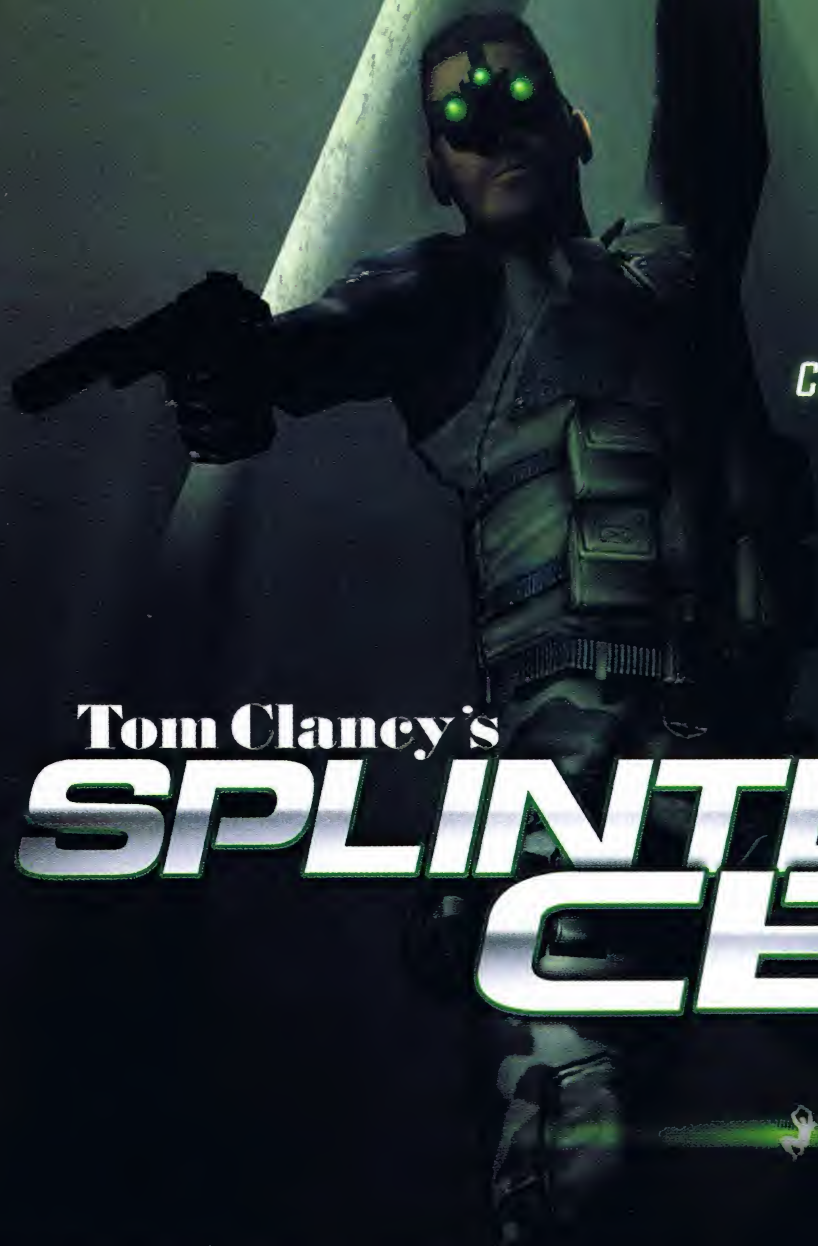
**OUR SOURCE WHISPERED:**  
**"ION STORM IS WORKING ON A SECRET GAME IN THE DEUS EX UNIVERSE"**



**OLD RED EYES IS BACK**  
Will Denton feature in the new, PS2-only *Deus Ex*?



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*Counter-terrorism's  
silent solution*

# Tom Clancy's **SPLINTER CELL**™

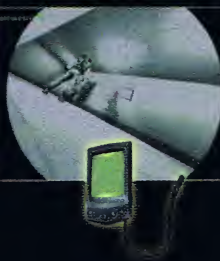
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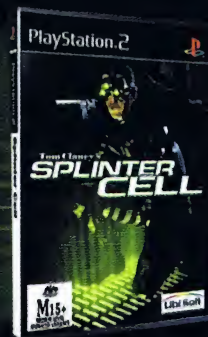
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PlayStation 2



GAME BOY ADVANCE





# WHITE-KNUCKLE WAKE-UP CALL!

Activision steers OPS2 through its latest extreme experience.

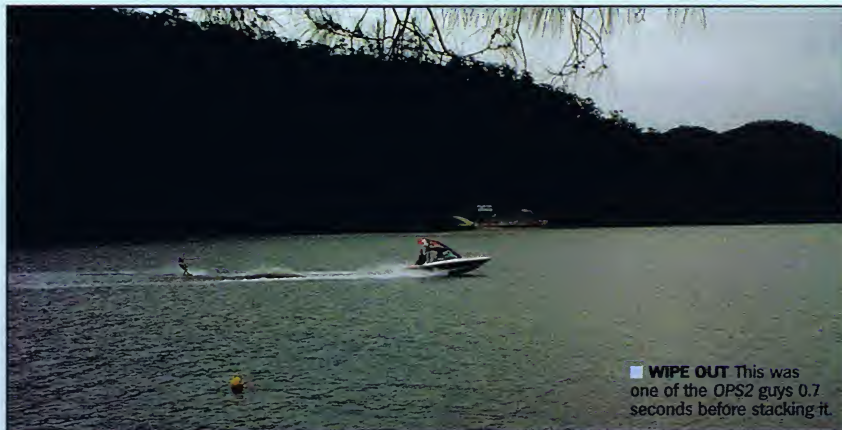
**ACTIVISION RECENTLY INVITED** OPS2 out for a hands-on demonstration of wakeboarding in support of its forthcoming extreme sports game *Wakeboarding Unleashed* featuring Shaun Murray.

The game, awarded "Most Technically Impressive Runner-up" at E3 in 2002 due to its stunningly realistic water physics and particle effects, features seven of the world's best wakeboarders, including Parks Bonifay, Dallas Friday and the man himself Shaun Murray.

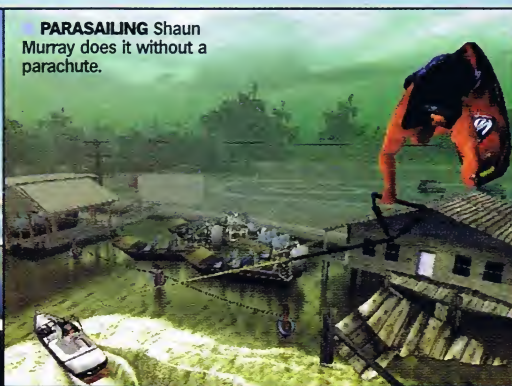
Gamers can choose to compete in a variety of competitions and unlock new challenges and objectives, or let go of the rope and venture into un-tethered territory in search of secret areas.

*Wakeboarding Unleashed* also features all new two-player modes, such as a co-op mode that allows one player to drive the boat while the other controls the rider, and a 'tug-of-war' mode which sets players out to dominate the other wakeboarders by stealing their extra rope.

Wakeboarding fans will be able to ride through nine exotic locations, including Hong Kong Harbour and Lake Powell when *Wakeboarding Unleashed* is, er, unleashed in June. ☐ TO



**PARASAILING** Shaun Murray does it without a parachute.



## AUSSIE WAKEBOARDING GURU DAVID THORPE TAKES OPS2 FOR A RIDE...



**OPS2: What do you think of the game?**

DT: It's just amazing, the quality of the graphics and particularly the clarity of the water is awesome. The tricks are so lifelike. Anything you can do on a wakeboard you can pretty much do in the game.

**OPS2: Are the tricks a little bit exaggerated compared to real life?**

DT: Probably just the sliders and the jumps, plus there's a fair bit of boat carnage in there that we wouldn't get up to ourselves. I think that the exaggeration is good because if you were just doing what you do in real life then you'd probably get a little bored, but because you can do so many crazy things it's fantastic.

**OPS2: What is your favourite aspect of the game?**

DT: I reckon sliding on the houseboats is pretty good fun. Taking out tube riders is awesome because I think that any wakeboarder or water skier's main objective is to shower down a tube rider!

**OPS2: So are you hoping that the game will do for wakeboarding what Tony Hawk's Pro Skater did for skateboarding?**

DT: I think it will definitely create a better awareness of the sport. Wakeboarding has recently been declared the fastest growing sport in the world - which is a good title to have. Hopefully the game will continue to generate interest at a grass roots level.



**SPOT THE DIFFERENCE**  
Assorted journalists and Aussie wakeboarders.



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**MYER**  **GRACE BROS**





■ **POW WOW** Rescue GIs and they will open up alternate paths through the level.

■ **JUNGLE FEVER** Dense foliage should make the combat claustrophobic.



■ **BANZAI!** Expect to get your hands on plenty of Japanese popguns.



Acclaim kill off another flagging series – there'll be no more *Turok* games for PS2. Ever... Sega Overworks are working on *Shinobi 2*... Capcom are beginning development of the next *Devil May Cry* game... And will the Japanese developer make a game involving *gladitorial* combat some time in the future? (we didn't say that mind)... *Ico 2*? Well, it's not called that anyway. Insiders say the sequel will be called *Dragon Hearts*. It'll get an airing at the E3 game show this May.

## SNEAK ATTACK!

# TORA! TORA! TORA!

Medal Of Honor sequel set to storm the Pacific.

**MEDAL OF HONOR: FRONTLINE** effectively was the videogame equivalent of *Saving Private Ryan*. So, by the same logic, *Medal Of Honor: Rising Sun* will be *The Thin Red Line*, partly because the game will be set in the Pacific Theatre Of Operations, but also because it promises to be longer, better-looking and (hopefully) more intelligent.

Given the spectacular performance of EA's first MOH game on PS2, a sequel was always a given, but the firm has now confirmed that we can expect the new game this year. Developed by the publisher's Los Angeles studio, *Medal Of Honor: Rising Sun* will star Joseph Griffin, a Marine Corporal who survives the attack on Pearl Harbor and subsequently leads the attack on Guadalcanal... and presumably pops up in every other major engagement during the conflict. The sequel's major innovation is the decision to include a two-player co-operative mode.

The development team will be placing emphasis on historical accuracy, which is why Captain Dale Dye, of the Congressional Medal Of Honor Society, is again acting as Military Advisor and why Joe Griffin is armed only with authentic weaponry. Note we said *authentic*, not *accurate*. Chances are, these peashooters will be about as reliable as a Datsun 180B on a cold winter's day. But it's exactly that terrifying sense of helplessness that makes the MOH games so gee-whiz exciting.

During the initial phase of the game Joe will be going into action alongside his brother Donny, but the pair soon become separated with poor old Donny winding up in a Japanese POW camp. A second game is also on the way (due next year) which tells Donny's side of the story. □ TC

### AN OBVIOUS PROGRESSION

**THE GAME PROMISES TO BE LONGER, BETTER-LOOKING AND (HOPEFULLY) MORE INTELLIGENT**

## During the war...

Flunked history because you spent too much time playing PES? Allow OPS2 to guide you through the 'highlights' of the Pacific conflict in our handy cut-and-weep guide.

### 1941

■ Japan attacks Pearl Harbor, the Philippines, Hong Kong and Malaya, then declares war on Great Britain and the USA. Germany also – bafflingly – declares war on the USA. Churchill breathes colossal sigh of relief.

### 1942

■ Japanese capture Manila, Singapore, the Philippines and attack Burma, threatening India. They also bomb Darwin on the Australian mainland.

■ US marines land on Guadalcanal, build an airstrip and defend it from repeated Japanese attacks, eventually forcing the Japanese to evacuate the island. That'll be the Battle of Guadalcanal then.

### 1943

■ US landings in New Guinea, Bougainville, and Tarawa are successful, but result in serious losses. Japanese forces tend not to surrender while still breathing.

### 1944

■ US landings in the Philippines, Saipan and Guam. Success, and more heavy losses.

■ Battle of Leyte Gulf: Allied air superiority leads to the first Kamikaze attacks.

### 1945

■ US landings on Iwo Jima and Okinawa result in further victories and further colossal casualties. Uncle Sam ponders the wisdom of invading Japanese mainland.

■ Atomic bombs dropped on Hiroshima and Nagasaki. Japan surrenders unconditionally.

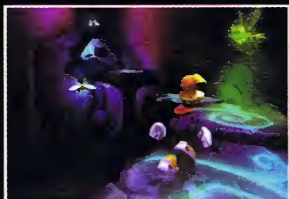
■ Godzilla born.



OUT NOW

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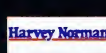
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PlayStation 2



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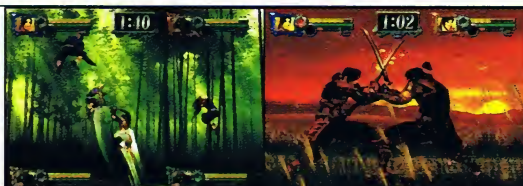


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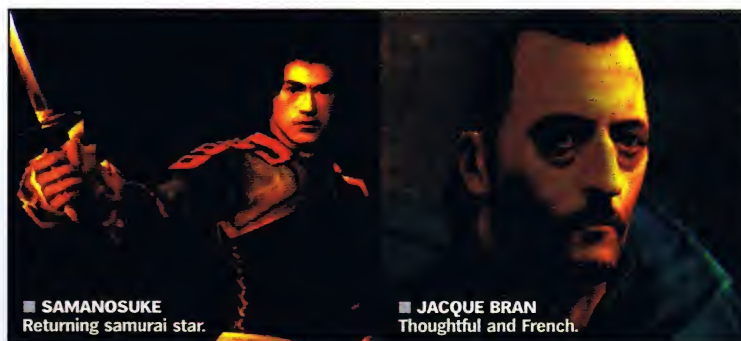




■ **ONIMUSHA BURAIKEN**  
Capcom also announced this four-player beat-'em-up based on the *Onimusha* series.



## BOUCHERIE!



# SLAY BON!

Jean Reno, star of *Léon* and *Ronin*, takes *Onimusha 3* by storm.

### "ONIMUSHA 3 ANNOUNCEMENT TO BE MADE IN PARIS, NEXT MONTH,"

Capcom told us back in February. Medieval-gong-sized alarm bells start ringing immediately. Why debut a game based in 16th Century Japan in the French capital? "Er, well how about *Onimusha 3* has a Gallic connection," is the reply. Good enough for us to spend half an hour wasting time, considering the possibilities – Directed by Jean Luc Godard? Starring Gerard Depardieu? What about Sophie Marceau as Samanosuke's love interest? No. Wait. It's got to be Jean Reno, the thinking man's French actor and star of *Léon* and *Ronin*. A consensus is reached. Jean Reno is *Onimusha*'s new man.

We were – smug grin – right. At a game presentation chaired by Producer Keiji Inafune, *OPS2* said "Bonjour" to *Onimusha 3*'s Jacques Bran – clearly based on and voiced by Jean Reno. Set in both modern-day Paris and 16th Century Japan, Bran is a member of the army brought in to take on a group of Genma demons who've

infiltrated the lover's city. Samanosuke has a similar problem back in 1647. The two heroes swap places via an as yet unelaborated time-travel mechanism and you'll take control of each character separately at different points in the game. For the first time in the series, all the visuals will be built using 3D models rather than pre-rendered backdrops.

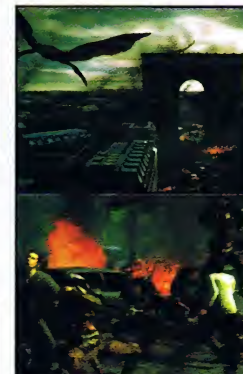
The money shot? Seeing Bran and Samanosuke battling stoically alongside each other – Bran slashing with a whip-shaped light-saber and Samanosuke preferring his trusty samurai blade – while four-legged Genma demons garotte and savage French beauties and startled-looking men in berets. Feast your eyes to the right and slobber over the new screenshots. *Onimusha 3*. Ce semble bon. □ GW

**SACRE BLEUI**  
**JEAN RENO HAS TO BE ONIMUSHA'S NEW MAN, WE THOUGHT. WE WERE RIGHT**

■ **BRAN FLAKES**  
Reno fits the role of videogame hero perfectly.

## Battle Royale

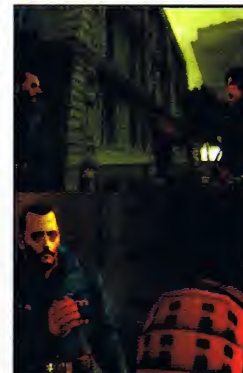
The opening level screen by screen. C'est formidable!



■ **PARIS KILL TON** The scene is set with Genma demons pillaging the French capital.



■ **FRANCO VILE** Meanwhile in 17th Century Japan, a similar scene unfolds.



■ **STOVE AT FIRST SIGHT** As Jacques and Samanosuke magically swap places in time – they share a moment. "Sh\*t me," they say.



■ **CAGEY KEIJI**  
He wasn't giving much away.

## Q&A

### KEIJI INAFUNE

"Will we get to fight on the Eiffel Tower?" *Spy* grills the *Onimusha* producer.

**How much of the game and story of *Onimusha 3* is currently in place?**  
Not much up to now. Most of the work with him is still to come. Reno's motion capture and promotion will be started from next month onwards. Personally I like him and his work very much and I can't wait to work more closely with him.

**How much time have you spent working directly with Jean Reno?**  
Not much up to now. Most of the work with him is still to come. Reno's motion capture and promotion will be started from next month onwards. Personally I like him and his work very much and I can't wait to work more closely with him.

**How much more action-orientated are you intending *Onimusha 3* to be**

**compared to its predecessor, *Samurai's Destiny*?**

We now have two characters to play with, so their different attack patterns and ways they manoeuvre within the in-game environment will automatically add a much deeper texture to the action element within the game. The themes of drama and adventure will also be greatly improved. We are very excited about how good this game is going to be!

**The Arc de Triomphe features in the footage we've seen of *Onimusha 3*. Will we see other famous landmarks, like the Eiffel**

**Tower for example?**

There will be other famous landmarks for sure, and these will be known to all the people of the world. I can't say for certain exactly which locations these will be yet, though.

**You clearly like European architecture. Will you be using European locations in any other projects in the future?**

As stages, European locations are extremely interesting to me. When I think about stages in any forthcoming game, European locations always seem to come to mind first. (So that's a 'yes' then – Ed)



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## PS2 TOP 40 GAMES CHART

RANK	TITLE	CATEGORY	PUBLISHER
1	Grand Theft Auto: Vice City	Adventure	Take 2
2	The Getaway	Adventure	Sony
3	Mortal Kombat: Deadly Alliance	Action	Acclaim
4	The Sims	Strategy	EA
5	Kingdom Hearts	Adventure	Disney
6	Grand Theft Auto 3	Adventure	Take 2
7	Sly Raccoon	Adventure	Sony
8	Dragonball Z: Budokai Fighters	Action	Infogrames
9	Tenchu: Wrath of Heaven	Action	Activision
10	Lord Of The Rings: The Two Towers	RPG	EA
11	Medal Of Honor: Frontline	Action	EA
12	V8 Supercars	Racing	Infogrames
13	Tiger Woods PGA USA Tour 2003	Sports	EA
14	Red Faction 2	Action	THQ
15	Tony Hawk's Pro Skater 4	Sports	Activision
16	Need For Speed: Hot Pursuit 2	Racing	EA
17	Tom Clancy's Ghost Recon	Strategy	Ubi Soft
18	Pac-Man 2	Action	Sony
19	FIFA 2003	Sports	EA
20	Bond 007: Nightfire	Action	EA
21	Tekken 4	Action	Sony
22	WWE SmackDown 4	Sports	THQ
23	Virtua Tennis 2	Sports	Acclaim
24	Hitman 2: Silent Assassin	Action	Infogrames
25	NBA Live 2003	Sports	EA
26	Star Wars: Clone Wars	Action	EA
27	AFL Live 2003	Sports	Acclaim
28	Harry Potter: Chamber Of Secrets	Adventure	EA
29	BMX XXX	Sports	Acclaim
30	Devil May Cry	Action	THQ
31	Lord of the Rings: Fellowship	Adventure	Vivendi
32	Spyro: Enter The Dragonfly	Adventure	Vivendi
33	Conflict: Desert Storm	Action	Infogrames
34	Burnout 2: Point of Impact	Racing	Acclaim
35	Max Payne	Action	Take 2
36	Ty the Tasmanian Tiger	Action	Infogrames
37	Final Fantasy X	RPG	Sony
38	Burnout	Racing	Acclaim
39	ATV Quad Power Racing	Racing	Acclaim
40	Colin McRae Rally 3	Racing	Infogrames

## PS2 RELEASE SCHEDULE

### MAY

BloodRayne	Action/adventure	Vivendi
Dancing Stage Mega Mix	Dancing	Infogrames
Enter The Matrix	Action/adventure	Infogrames
Eye Toy	Camera game	Sony
Ghost Vibration	Action	Infogrames
Gladus	Strategy	TBA
Indiana Jones And The Emperor's Tomb	Action/adventure	EA
Moto GP3	Racing	Sony
NBA Street Volume 2	Basketball	EA
Primal	Adventure	Sony
Return To Castle Wolfenstein	FPS	Activision
RTX Red Rock	Action/adventure	EA
Shinobi	Action	Sony
Speed Kings	Driving	Acclaim
SOCOM: US Navy SEALs	Combat sim	Sony
War of the Monsters	Action	Sony
World Championship Snooker	Sports	Infogrames

### JUNE

Backyard Wrestling	Wrestling	Infogrames
Black And Bruised	Boxing	Vivendi
Breath Of Fire V	RPG	THQ
Clock Tower 3	Survival Horror	THQ
Dead To Rights	Action	EA
Def Jam Vendetta	Wrestling	EA
Die Hard: Vendetta	FPS	Vivendi
Dragon's Lair 3D	3D Platformer	THQ
Dungeons and Dragons Heroes	Action	Infogrames
Evil Dead: A Fistful Of Boomstick	Action/adventure	THQ
Freedom: Battle For Liberty Island	Action/adventure	EA
Great Escape, The	Action/adventure	Infogrames
Hulk, The	Action	Vivendi
Ice Nine	Action/adventure	THQ
Indy Car Series	Racing	Infogrames
Mace Griffin: Bounty Hunter	FPS	Vivendi
Red Dead Revolver	Action	THQ
Resident Evil: Dead Aim	Lightgun	THQ
Rise To Honor	Action	Sony
Silent Hill 3	Survival horror	Infogrames
Starsky & Hutch	Action	Vivendi
Tom Clancy's Rainbow Six: Raven Shield	Action	Ubi Soft
Wakeboarding Unleashed	Sport	Activision
ZOE: The 2nd Runner	Mech action	Infogrames

### JULY

Crouching Tiger, Hidden Dragon	Beat-'em-up	Ubi Soft
Hardware	Online	Sony
Soul Calibur II	Beat-'em-up	EA
Tomb Raider: The Angel of Darkness	Action/adventure	Infogrames
True Crime: Streets of LA	Driving/action	Activision

### AUGUST

Aliens Vs Predator	FPS	EA
Gladus	Shooter	EA
A Sound Of Thunder	Action	THQ
Alter Echo	Adventure	THQ
Area 51	Adventure	Acclaim
Batman 2	Action	Ubi Soft
Batman: Dark Tomorrow	Action	THQ
Blow Out	Shoot-'em-up	TBA

## PS2 RELEASE SCHEDULE

Broken Sword: The Sleeping Dragon	Adventure	Infogrames
Celebrity Deathmatch	Beat-'em-up	Take 2
Cricket 2004	Sports	EA
Curse	Adventure	TBA
Club Football	Football sim	Infogrames
Cy Girls	Action	Infogrames
Delta Force Land Warrior	Action	EA
Destruction Derby 4	Driving	Sony
Driver 3	Driving/action	Infogrames
Ecks Vs Sever	FPS	THQ
Enclave	Adventure	TBA
EverQuest Online Adventures	Online RPG	Sony
EXO	Mech action	Infogrames
Far Cry	Action	Ubi Soft
Fear Effect: Inferno	Adventure	Infogrames
FireWarrior	FPS	THQ
Final Fantasy X-2	RPG	Sony
Four Horsemen Of The Apocalypse	Action	Sony
Freaky Flyers	Flight action	Acclaim
Freedom: The Battle for Liberty Island	TBA	EA
Frequency 2	Rhythm action	Sony
Fugitive Hunter	FPS	Infogrames
Futurama	Adventure	Infogrames
Galerians: Ash	RPG	THQ
Ghost Hunter	Adventure	Sony
Gladator	Beat-'em-up	Acclaim
Harry Potter Quidditch	Action	EA
Indy Racing League	Racing	Infogrames
Judge Dredd Vs Judge Death	Action	Vivendi
King Of Route 66	Driving	TBA
Lamborghini	Racing	Activision
Madden NFL 2004	Sports	EA
Mafia	Action/adventure	Take 2
Malice	Platformer	Vivendi
Mission Impossible: Operation Surma	Action	Infogrames
My Street	Party game	Sony
NBA Ballers	Basketball sim	Acclaim
NBA Starting Five	Basketball sim	Infogrames
Pro Evolution 3	Football sim	Infogrames
Project BG & E	Platformer	Ubi Soft
Project Manhunt	TBC	Take 2
Pterosaur	Adventure	TBA
Punisher	Shooter	THQ
Raging Blades	RPG	TBA
Resident Evil Online	Online adventure	THQ
Rolling	Extreme sports	Activision
Rugby 2004	Sports	EA
Rygar: The Legendary Adventure	Action/adventure	THQ
Shoot To Kill	FPS	Infogrames
Splashdown 2	Racing	THQ
Starcraft: Ghost	Action	Vivendi
Star Wars: Galaxies	Online RPG	EA
Suikoden III	RPG	Infogrames
Tak and the Power of Juju	Platformer	THQ
This Is Football 2004	Football sim	Sony
The Lost	Adventure	Ubi Soft
The X-Files	Survival horror	Vivendi
Tribes: Aerial Assault	FPS	Vivendi
Urban Freestyle	Extreme sports	Acclaim





# OVERTHROW HITLER'S EVIL EMPIRE.

You are B.J. Blazkowicz, a US Army Ranger recruited by the OSA and the Allies' top specialist in covert operations, heavy weapons and assassination. Hitler's head of the SS, Heinrich Himmler, is twisting science and the occult into an army capable of annihilating the Allies. The balance of victory is in your hands.

## RETURN TO CASTLE Wolfenstein



**"Looks set to play brilliantly"**

Official Australian PlayStation 2 Magazine, March 03

Screenshot taken from PlayStation®2 computer entertainment system gameplay.

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including silently  
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PlayStation 2

RASTER



idsoftware.com

ACTIVISION

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MONITOR CONTRIBUTORS: TRISTAN OGILVIE AND MARK WYATT

# WELCOME TO MONITOR!

**HOW DO I GET INVOLVED?** To vote in our Most Wanted charts email us on **OPS2@derwenthoward.com.au** and we'll also look for comments from the official forums at **au.playstation.com**. Get voting now!

**■ INFO BURSTS** Keep an eye out for these blobs, where we'll drop in facts, rants, quotations, devil's advocate opinions and anything extra you should know.

[illegible]

**■ OPINION BOX** What do we think of it so far? We reveal our thoughts and also include what you'd like to see in the game – visit the forums at [au.playstation.com](http://au.playstation.com) to get involved.

**Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!**

## ALSO IN **monitor** THIS MONTH

SOCOM: US NAVY SEALS.....PAGE 36

JAK II: RENEGADE.....PAGE 38

**VOTE!**

024 | PlayStation 2 | JUNE | 2003





# Cheek magnets.



## E-razor Allstyle Trimmer

This little gizmo is just the thing for styling goatees, trimming beards and clipping hair. Style and substance, all in one.



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**HULK**

NAME The Hulk  
PUBLISHER Vivendi  
DEVELOPER Radical Entertainment  
WEB SITE www.hulkgames.com  
RELEASE June

PERCENTAGE COMPLETE 80%



■ **NUTS** Hulk doesn't mind hitting below the belt.



■ **NOT SO JOLLY** Green Giant dishes out some more whoop-ass!



### HULK SMASH, BASH AND DASH

Controlling The Hulk is a simple affair, **△** punches and throws and jumps, **○** grabs and throws and jumps. Using these controls it's possible to unleash 45 different combos, including two-fisted uppercuts, powerful kicks and earth-shaking ground stomps. You want fun? How about picking up an enemy by the throat, slapping them around a bit and then smashing them head-first through a window? Mmm, satisfying!

■ **SUPER SNEAK** Staying out of sight as Banner is the key.



## OPS2 discovers the ultimate stress reliever.

### SO IT'S NOT THAT AGING BLOND-HAIRED

**WRESTLER AGAIN, EH?** No. As you can see from the screens, we're talking about the comic book hero, or more specifically the new film manifestation from *Crouching Tiger, Hidden Dragon* director Ang Lee. Rather than simply recreating scenes from the movie, developer Radical Entertainment has engineered the plot of the PS2 game as a continuation of the film's own. Thus you'll be experiencing events that take place after the movie ends.

### GREAT, SO IT'S ANOTHER SUB-PAR MOVIE TIE-IN?

You're a cynical lot, aren't you? In actual fact *The Hulk* manages to attain the same standard of comic book thrills as Activision's *Spider-Man*, with gorgeous visuals and innovative gameplay elements pushing its appeal beyond the expensive movie licence. The developers have rendered everything in a partially cel-shaded style, making it look like a moving comic strip, minus the hard black outlines. The physics engine is particularly unique; as *The Hulk* you can pick up and smash just about any object in your path; from small crates to large cars, and they will always fragment and scatter in different

ways depending on how you smash them or what you smash them onto.

### SO IT'S JUST A MINDLESS SMASH 'EM UP THEN?

And what would be wrong with that? OPS2 reckons that it's pretty hard to get tired of the wanton destruction of inanimate objects and puny human skulls, but if you do seek a more cerebral diversion then you'll welcome the stealth elements found in *The Hulk*. In roughly five out of the twenty five levels on offer you'll be controlling The Hulk's alter ego Bruce Banner (Australia's own Eric Bana, who also provides his voice for the game). In these levels you'll need to sneak past guards, solve puzzles and activate switches. Of course, you can still creep up behind foes and strangle them into submission, but if you take too much damage as Bruce then you'll turn into The Hulk and it's mission over.

**WHAT ABOUT THE VILLAINS?** At the time of writing, Universal was still keeping details on the film scarce, but we can tell you that the game will feature five popular bad guys from the comic books; Madman, Flux, The Leader, Ravage and Half-Life, as well as a

host of soldiers and mutated beasts.

In the short time OPS2 spent with the game we were able to take on Half-Life; a boss who saps The Hulk's energy each time you touch him. So, rather than just lay into him with punches you're going to have to get creative and use crates and pipes to smash Half-Life into nearby power generators. □ **TO**



opinion

PlayStation 2  
OFFICIAL MAGAZINE AUSTRALIA

**THE HULK** is almost guaranteed commercial success, thanks to its blockbuster status. Fortunately, the good people at Radical Entertainment have packed some meat on this Jolly Green Giant.

#### WHAT WE WANT

■ Incentives to play again once the game is complete; unlockables, collectables and secret areas.

#### WHAT YOU WANT

■ Forum regular BillGatesRules can't wait to "Hulk Smash!"

#### WHAT THEY WANT

■ To provide fans with all the thrilling action and adventure they have come to expect from *The Hulk*.

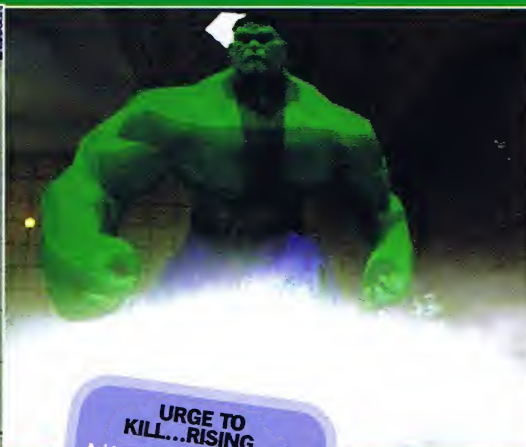
#### HOT OR NOT?

FRIGID **TEPID** WARM HOT **BOILING** MELTDOWN



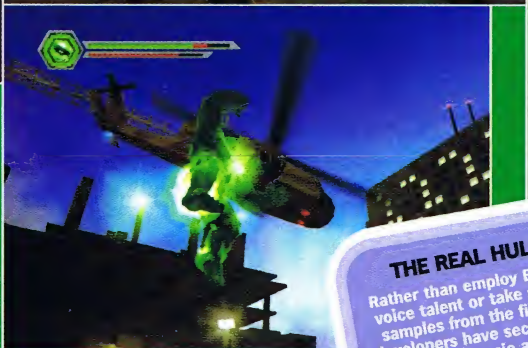


**LINE OF FIRE** This guy seriously needs some new duds.



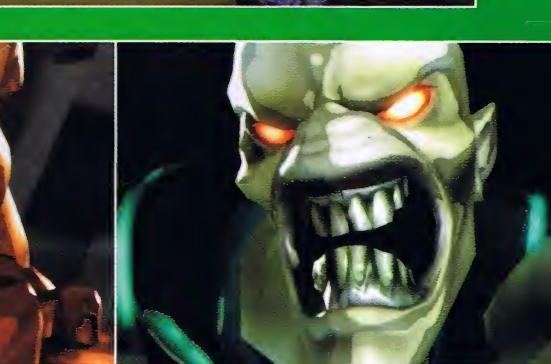
### URGE TO KILL...RISING...

Aside from the customary health bar, you might notice a second bar in these screenshots. This is the Rage Meter, which gradually fills up as you pull off combos, take hits from enemies or pick up one of the red rage orbs that litter the levels. In keeping with the tradition of the comic, the angrier The Hulk gets, the more powerful he becomes, and with a full Rage Meter you'll be firing 'Sonic slaps' to deafen several enemies at once, then crushing them all with a single blow.

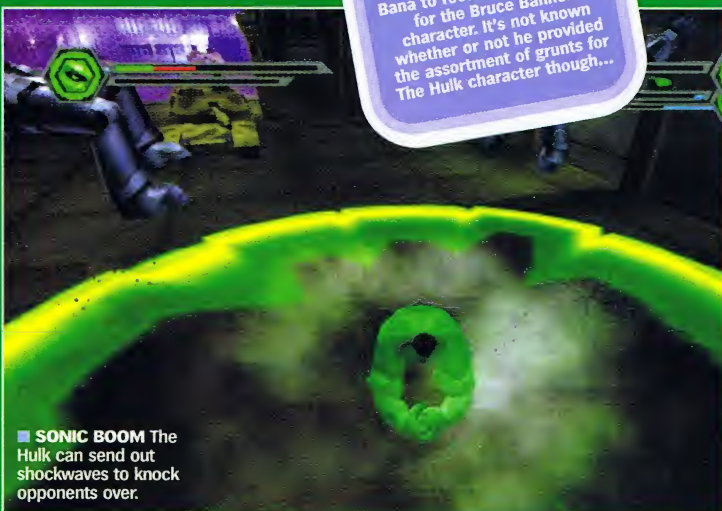


### THE REAL HULK

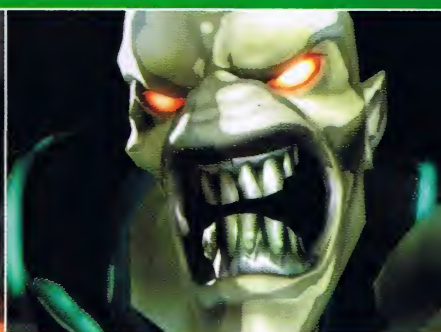
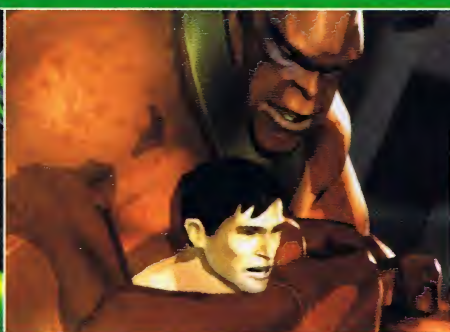
Rather than employ B-grade voice talent or take shoddy samples from the film, the developers have secured the services of Aussie actor Eric Bana to record fresh dialogue for the Bruce Banner character. It's not known whether or not he provided the assortment of grunts for The Hulk character though...



**HULK SMASH!** Puny humans are crushed by the power of The Hulk!



**SONIC BOOM** The Hulk can send out shockwaves to knock opponents over.







NAME Soul Calibur II  
PUBLISHER EA  
DEVELOPER Namco  
WEBSITE [www.soulcalibur.com](http://www.soulcalibur.com)  
RELEASE August

PERCENTAGE COMPLETE

80%



# SOUL CALIBUR II

Fillet your friends with Namco's scalpel-sharp sequel.

### AREN'T BEAT-'EM-UPS A BIT LAST SEASON?

Hold your horses a second there, slugger. Let's not forget that this is the sequel to The Greatest Fighting Game Of All Time™. *Soul Calibur II* looks so good, you'll find yourself smiling, even as Mitsurugi brutally disembowels you. Just the sight of Cassandra's skirt gently fluttering in the breeze is enough to make us go misty-eyed. Honestly, it could scarcely look any prettier without a sheen of early morning dew and baby rabbits frolicking in the background. As the game's Producer, Hiroaki Yotoryiyama, points out: "The *Soul* series was always more than just a fighting game."

**SO WHAT MAKES THE GAME SO SPECIAL?** Thanks to its unique eight-way-run feature, *Soul Calibur* on the Dreamcast was arguably the first game in the genre to offer full 3D movement. According to Yotoryiyama-san, the sequel's controls are even more intuitive. But the big enchilada this time is the console-exclusive Weapon Master mode. This involves travelling around the world, completing objective-based battles and collecting up to 200 different choppers. "Once you've unlocked a weapon, it can be used freely in the rest of the game," says Yotoryiyama. "It's a mode with a variety of situations and an RPG taste." Combining startling visuals with ultra-intuitive combos and customisable characters? It sounds delicious. And that's why the beat-'em-up love affair is officially back on.

### ARE THERE ANY SECRET CHARACTERS OTHER

**THAN HEIHACHI?** Ah yes, and doesn't the old reprobate look fetching in his charcoal grey alternate costume. But why choose Mishima senior to guest star in the PlayStation 2 version? "As developers, we think that having a bare-knuckle fighter against characters with weapons will make the gameplay more interesting," explains Yotoryiyama. We suggest that you also keep an eye out for *Tekken*'s Yoshimitsu and Cervantes De Leon (the boss from *Soul Blade* on PSone). Both of these characters were included in the arcade game, but Yotoryiyama won't be drawn, simply telling us, "You will have to play the game and see." The big tease. ☐ TC

### TOY STORY

McFarlane Toys will be producing a range of *Soul Calibur II* action figures. Imagine sitting here with the whole set arranged on your desk... it's almost indecently exciting. Check out [www.spawn.com](http://www.spawn.com)

## opinion

## PlayStation 2

**SOUL CALIBUR II** is unlikely to be as groundbreaking as its predecessor (which revolutionised the genre), but why fix what's not broken? Bet everything on this being the best PS2 brawler yet.



**Agent 47:** The daddy is back. This game will kick proverbial ass. The beat-'em-up we have all been waiting for.  
**robgriz:** I reckon this will be the last decent beat-'em-up before the genre slips away, let's hope it ends with a bang.

### HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☐ HOT ☐ BOILING ☒ MELTDOWN ☐





## WEAPON OF CHOICE

Say howdy to the different souls searching for the demon blade with our handy cut-out-and-keep guide.



**KILIK**  
Kilik is very much the housewife's favourite. As an orphan he was trained by Edge Master to use the Kali Yuga (a big rod, basically) to devastating effect. He fights bare-chested like some stick-toting Justin Timberlake.



**MAXI**  
Maxi dresses like a cheap Elvis impersonator, wields twirling nunchakus and oozes cult appeal – or is that Old Spice? We're surprised to see him back for the sequel, as he seemed to have been mortally wounded fighting Astaroth.



**TAKI**  
Taki is a demon-hunting ninja whose sword, Mekki-Mar, is infused with evil power. She seeks the Soul Edge in a bid to destroy both weapons at once. She somersaults over opponents and wears a fetching red catsuit. We love her.



**NECRID**  
Little is known about this new character, created exclusively for the console version by comic artist Todd McFarlane, but it only takes one look at his putrefying skin and demonic eyes to realise he ain't one of the good guys.



**VOLDO**  
Years spent guarding a vast money pit have sent Voldo blind and insane. Hoping to complete his master's collection, he seeks the Soul Edge. His modesty is barely preserved by a terrifying leather codpiece – he looks, and fights, like a gimp.



**TALIM**  
Talim is another new character and, at the tender age of 15, we're forbidden from making any double entendres. She was born into a wind-worshipping tribe in Asia and looks certain to be the nippiest character in the game.



**CHAI XIANGHUA**  
Along with Maxi and Kilik, Xianghua forms the attractive corner of *Soul Calibur II*'s bizarre love triangle. The young bucks thought they'd destroyed the evil sword at the end of the last game, but obviously did a shoddy job...



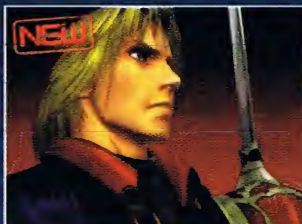
**HONG YUNSUNG**  
Hong Yunsung is a hot-blooded Korean who believes that finding the Soul Edge is the only way to prove he is stronger than his mentor, Hwang Sung Kyung, and defend his homeland from the invading Japanese. The impetuous fool!



**ISABELLA 'IVY' VALENTINE**  
With bottle blue-blond hair, heaving cleavage and a bum-baring outfit, it's easy to see why Ivy is the fanboy's favourite. She's the daughter of Cervantes De Leon and fights with a sword-cum-whip weapon. Kinky.



**ASTAROTH**  
Astaroth is a gigantic demon axeman summoned by an evil cult to capture the Soul Edge. This monster is actually controlled by the god of war, eats souls for breakfast and – unusually, for a beat-'em-up big boy – isn't completely crap.



**RAPHAEL SOREL**  
Raphael is a French fencer of noble blood and another new boy. Betrayed by his own family, he goes on the run with a ten-year-old peasant girl called Amy. He plans to use the Soul Edge to destroy the garlic-munching aristos.



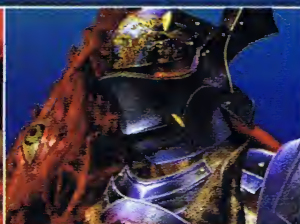
**HEIHACHI MISHIMA**  
Everyone's favourite face-punching pensioner is guest starring in the PS2 version of *Soul Calibur II*, and Heihachi is so confident, he hasn't even bothered getting tooled-up. Christ knows what he's doing in the 16th Century, mind...



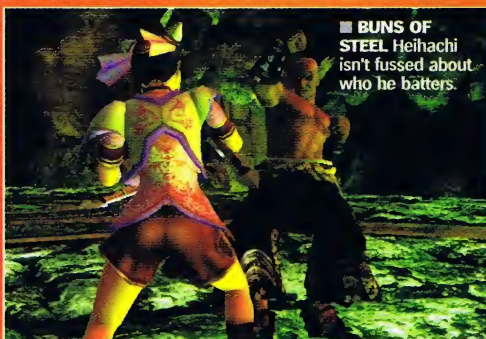
**CASSANDRA ALEXANDRA**  
She's the younger sister of Sophitia, the Greek maiden who got herself knocked up by the local blacksmith after the last game. Cassie hears voices in her head and sets off to purify the land... wearing a micro-skirt and thigh-high boots.



**HEISHIRO MITSURUGI**  
Mitsy – as we call him – is a mercenary Samurai who refuses to accept that firearms will render his skills redundant and aims to use the Soul Edge to prove the point... possibly by cutting a swathe through the staff at the local job centre.



**NIGHTMARE**  
The proud owner of the Soul Edge, this unholy German knight was once human and known by the name of Siegfried. He hoped to use the sword to avenge his father's death but was overpowered by the huge chopper's evil power. Scheisse!



■ **BUNS OF STEEL** Heihachi isn't fussed about who he batters.



■ **MOAN OF ARC** Raphael is a French dandy with a penchant for puffy sleeves. Heihachi eats him for breakfast.



■ **STICK THE BOOT IN** Kilik is deadly at any range and is a real pretty boy.



■ **CHOP HER HARRIS** Battles are likely to be frenetic affairs, although arena walls will mean less cheap 'ring outs'.



■ **NECROPHOBIA** Hey, you're not the boss of me, pal.

■ **THE CUTTER** Expect plenty of juggle combos from Cassie.





NAME Fire Warrior  
PUBLISHER THQ  
DEVELOPER Kuju  
WEBSITE www.firewarrior.com  
RELEASE September

PERCENTAGE COMPLETE

80%

### ■ WHAT A WAY TAU GO

The Imperials have cut up one of your mates to study him. Nice guys.



### WORDSMITH!

James Brookshy, Executive Producer, Kuju Entertainment: "There's a lot of interest in the game. We played the trailer at a recent Warhammer event and everything stopped. Everyone wanted a look. Some said they'd invest in a PS2 just to play it."

# FIRE WARRIOR

*Beardy war games with elves and goblins in space?  
Or could this be an unexpected gem in the FPS canon?*

### WARHAMMER IS FOR KIDS WITH NAPOLEON

**COMPLEXES AND 12-SIDED DICE, RIGHT?** Hey, steady on. Don't make the mistake of turning your nose up at *Fire Warrior* just because of its Warhammer 40,000 stigma. Kuju has taken on this hotly fought-over title, wrestling it from some of the industry's big hitters. Say what you like about the tabletop game, but with a huge number of dedicated fans and a large body of literature and artwork behind it, the developer has a huge and varied resource from which to draw inspiration.

**WHY NOT A REAL-TIME STRATEGY GAME?** Some would argue that the Warhammer universe is best suited to an RTS, but the direction Kuju and Games Workshop have taken together is genuinely likely to please more hardcore fans than it alienates (excuse the pun). They haven't ruled out an RTS title in the future, it's just that Kuju felt that something grander and more epic was possible within the FPS genre as a debut game – an alien story set in a universe dominated by the perversely religious dregs of humanity in a future hell. Sweet.

**SO WHAT'S THE STORY?** Looking in on the human universe, you play Kais, a member of a relatively unknown species, the Tau. Unfortunately the warlike humans of the future don't look too kindly on those who are different so you're going to end up in a lot of scuffles. You'll start out in the trenches of a future

battlefield searching for an 'Ethereal' – a wise man of the Tau. Your quest will take you from war ravaged planets to huge inter-stellar fortresses. Big name voices will provide real depth, especially with British talent like Brian 'Birdmen Dilve!' Blessed, Sean Pertwee and Peter Serafinowicz (the voice of Darth Maul) on board.

**A POSSIBLE HALO BEATER THEN?** We'll see. It's a bit early to put that much pressure on the title, and Kuju isn't even whispering at the chance. What it will say for now is that it has put every effort into creating the best shooter possible, while faithfully drawing from a successful global franchise. And, so far, things are looking good. □ MW

opinion

PlayStation 2  
OFFICIAL MAGAZINE-AUSTRALIA

**FIRE WARRIOR** is a strange creature; a game that could have easily been a weak money maker. But with its dark, slick styling, attention to detail and sharp gameplay, it could be really special.

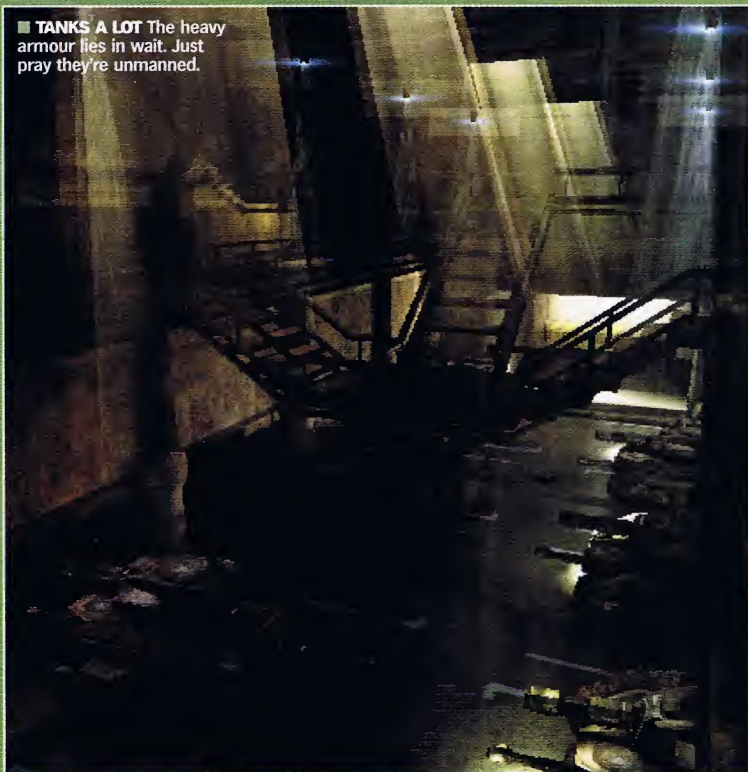
**Q on the forum**  
Newish: Wow, imagine using one of the stealth suits, or a Krott camivore, or even a Hammerhead Gunship.  
GrandMaster2003: I'm not really fussed about Warhammer, but the game looks good.

### HOT OR NOT?

FRIGID ☐ TEPID ☐ WARM ☐ HOT ☐ BOILING ☐ MELTDOWN ☐



■ **TANKS A LOT** The heavy armour lies in wait. Just pray they're unmanned.



■ **SPACE INVADER** This Storm Trooper's not to be underestimated. Shoot!



■ **CITY OF INDUSTRY** The opening level sees you infiltrate a war-torn Imperium base.



■ **TAU-ING THE LINE** Trench warfare is one of many skills you'll need.



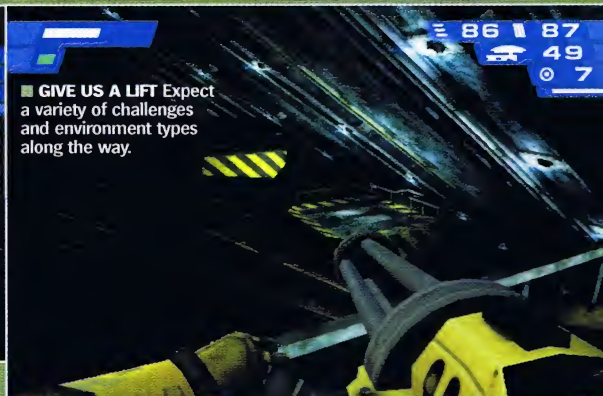
■ **FIRE! WARRIOR!** Like any good FPS, the proof of the pudding is in the firepower. Here's our favourite big gun.



■ **ENGINES OF DESTRUCTION** The aggressive and warlike humans don't do anything by halves.



■ **LAZE OF GLORY** While we'd love to say we blew up the tank, that's the way we found it. Honest.



■ **GIVE US A LIFT** Expect a variety of challenges and environment types along the way.



## HANDS-ON

NAME Rugby 2004  
PUBLISHER EA Sports  
DEVELOPER HB Studios  
WEBSITE www.easports.com.au  
/rugby\_index.php  
RELEASE September

PERCENTAGE COMPLETE

30%



**POLICE LINE** They all look guilty to us.

**HEY, I RECOGNISE THAT FACE!**

With over 3000 players available to gamers, you would be forgiven for thinking that fine-tuning each character would be a mission in futility. Guess again, as motion capture technology has been employed to fully simulate the animations and personality traits of the Rugby experience.



J. WILKINSON  
FH 196 LBS 170 M



**WEDDING TACKLE** Fans will be pleased with the improved tackles.

# RUGBY 2004

*The year of the Wallaby*

**WHAT'S THE DEAL?** On October 10, 2003, Australia and Argentina will kick off the Rugby World Cup in what will be a bulging stadium, pulsating with excitement. Simultaneously, a battle will be raging on the PS2 game charts and one title expected to be loitering near the top is EA Sport's upcoming *Rugby 2004*. Will the gaming experience match that of the real event, though?

**JUST HOW BIG WILL IT BE?** *Rugby 2004* is enormous. An unbelievable 95 teams will be available, with 75 realistic stadiums covering each of their home grounds. EA's enthusiasm in bringing the entire Rugby phenomenon to the PS2 is immense, with ARU, NZ, RSA and European leagues providing teams and players for your disposal.

**WHAT'S NEW?** When it comes to updates of sport sims, gamers demand, expect and receive updated rosters, improved graphics and tweaked gameplay, but *Rugby 2004* offers something more. Gamers will be able to manage their own team and create up to 90 unique players, then build them up over successive games. Player attributes will increase with their use during the game. And in a brilliant move, created teams can be saved to a memory card and imported to your mate's PS2.

a great game, but it was flawed in important areas of its gameplay and AI. A concerted effort has gone into fixing these problems in *Rugby 2004*, especially in relation to the rucks and line-outs. The wave power bar is gone, with rucks now being determined by pack-weight and player number. Line-outs and attacking moves will work to set-plays (a la *Madden*) while still rewarding player creativity. Hopefully, independent AI for each player will fix the defence and kicking mechanisms to prevent the game being an all out offensive exercise, despite the timely inclusion of a side-step button. ☐ CS



**FLATMATES** The crowd looks a little too one-dimensional.



## opinion PlayStation 2

**RUGBY 2004** has plenty of potential, but early builds suggest a busy few months for EA as it struggles to fine-tune the AI. The endless options are already taken care of, but we'll have to wait and see how polished the gameplay and graphics become.

### WHAT WE WANT

■ Less focus on options, more focus on gameplay. Oh, and a fight mode.

### WHAT YOU WANT

■ To build up a team, take it to your mate's house and pound him into the turf.

### WHAT THEY WANT

■ The World Cup to make this game a blockbuster.

### HOT OR NOT?

FRIGID TEPID WARM HOT **BOILING** MELTDOWN

**GAMEPLAY! GAMEPLAY! GAMEPLAY!** *Rugby 2002* was



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Part 2

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# monitor

## NEW FEATURE



NAME Final Fantasy X-2  
PUBLISHER SCEE  
DEVELOPER Squaresoft  
WEBSITE www.squaresoft.com  
RELEASE December

PERCENTAGE COMPLETE

95%



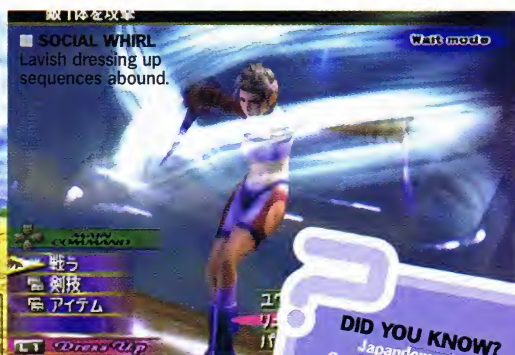
YUNA? She's all grown up, with a sword to match.



**GIRLS ALLOWED** Accompanying Yuna on her quest are the moody Paine and lovely, lovely, lovely Rikku. She's lovely.



**CHOCO-BO SELECTA** This big yellow fella showed up mid-battle.



**SOCIAL WHIRL** Lavish dressing up sequences abound.

**DID YOU KNOW?**  
Japandemonium!  
Over 1.2 million copies of FFX-2 found their way to Japanese PlayStation 2s in just one day. Not quite beating FFX's sales, but it seems our Eastern cousins clearly can't get enough of this epic series.



**HOTHEADS** A familiar array of enemies jump you, but you now have the ability to swap skills to match them.



**BYE BYE BIRDY** We had a little trouble keeping our eyes on the fighting. Too busy checking out the ladies. Is that wrong?

# FINAL FANTASY X-2

OPS2 presents this season's Spira collection.  
The theme? An outfit for every occasion.

## IS STYLE AND FASHION SENSE COMING TO FF?

Well, yes. You'll probably already have seen screenshots of FFX-2's Yuna, Rikku and Paine but here we can present the threesome in a few of their alternative costumes. As well as changing attire, characters can switch roles and key skills. For example, as you start the game, Yuna's default job is a Gunner, while Rikku is a Thief and Paine gets the Indomitable role of Warrior. However, as the game progresses you'll be able to access many other roles including Songstress – though we have no idea how that will help you in turn-based battle.

## HOW DO YOU GO ABOUT SWAPPING TOGS THEN?

Once the roles become available, you'll be able to dress up during battle using the Result Plate, think the original *Final Fantasy* X's Sphere Grid – only much simpler. Enter the correct button combo and, just like a McDonald's trainee, each character will be able to assume new job titles, skills and the uniform to match. This is one of the series' major innovations, and for those of you who really dislike the turn-based battle system, it should spice up the combat somewhat. It'll also be a Godsend to those who can't bear to be seen in the same outfit twice, dahling. You know who you are.

## HOW MANY OUTFITS/SKILLS WILL BE AVAILABLE?

From what we can decipher from the Japanese code, as well as the roles mentioned previously, you'll also get to play as Dark Gunner, Dark Mage, Beastmaster and Samurai. Each will provide the character with specialist skills while in that guise and, while most changes are available to all three, there are still some that are character-specific. It all still seems a little gimmicky to us at the moment, but perhaps it will help to fill the void left by the inability to call Aeons in to assist you in battle. ☐ MW

opinion
PlayStation 2
OFFICIAL MAGAZINE - AUSTRALIA

**FINAL FANTASY X-2** is Square's first proper sequel so there will be high expectations. Whether these changes make the game better or just a bit different is yet to be seen.

RedXIII: Hopefully this'll be a class game and not a quick money spinner for Square.

James14: The first game woz a great title and this should be even better – Yuna in hot pants!

**HOT OR NOT?**

FRIGID ☐ TEPID ☐ WARM ☐ HOT ☒ BOILING ☐ MELTDOWN ☐



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PlayStation 2

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036 | PlayStation 2 | JUNE | 2003



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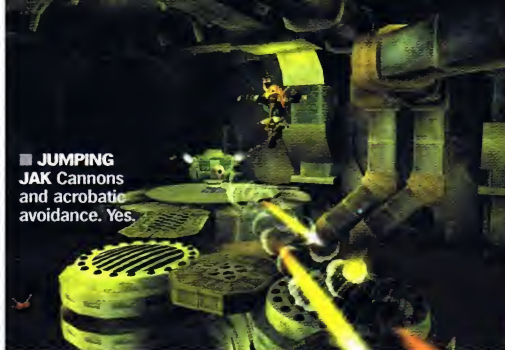
## 100FT MUTANTS IN A BATTLE FOR THE EARTH!

PlayStation 2



THE POWER PLACE THE RAGE PLACE THE TERROR PLACE THE THIRD PLACE





■ **JUMPING JAK** Cannons and acrobatic avoidance. Yes.



■ **SMACK MY BEACH UP** So, very, very pretty.

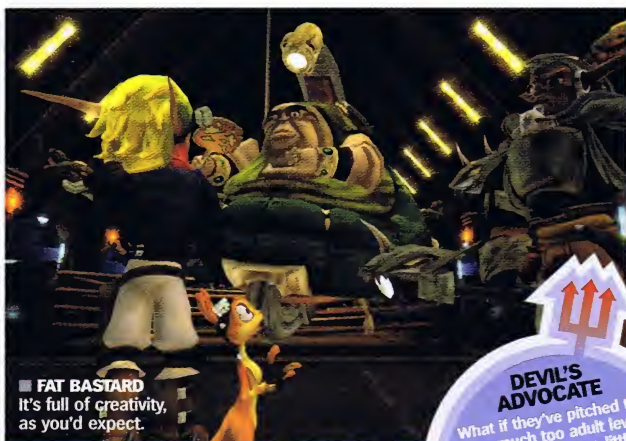
## monitor

### NEW SCREENS & INFO

NAME Jak II: Renegade  
PUBLISHER SCE  
DEVELOPER Naughty Dog  
WEBSITE www.naughtydog.com  
RELEASED December

PERCENTAGE COMPLETE

25%



■ **FAT BASTARD** It's full of creativity, as you'd expect.

#### DEVIL'S ADVOCATE

What if they've pitched this at a much too adult level? What if it becomes a little too violent? Characters die for God's sake. What if it's a little too 'Ratchet & Daxter' for everyone's liking? Sweet Lord, just as much as it can go wrong as it can go right!



■ **FALLEN HERO** Cut-scenes will leave you slack-jawed. Just look.



■ **HEAVY METAL** It's not all islands and leaves here.



■ **SHOOTING GALLERY** Jak squeezes off a couple.



■ **GREEN MEANIE?** Leave the little frog fella alone, concentrate on the big boys.

## JAK II: RENEGADE

One man and his... What the hell is Daxter anyway?

#### SO WHAT EXACTLY ARE WE LOOKING AT HERE?

These are the latest batch of shiny screenshots of the furry frenzy's sequel. As you can see, there's plenty more to be unveiled. The big news is that Jak has turned into a freedom fighter after being imprisoned and experimented on – wonder if that's where he got the surgically implanted goatee? And apparently Daxter is still, well, Daxter. Looks like he'll have to get in some more flea powder and put up with being a rodent a little longer.

#### WE HEAR IT'S SET IN ONLY ONE CITY? ISN'T THAT RESTRICTIVE?

Well, as we told you before, the city is 24 times the size of a normal level, and the name of the game is free-roaming adventure. Check out some of the different environments here, including industrial sewers, a heavily defended fortress, ruins and beaches. There's plenty of variety here and all of it has a slightly darker, more grown-up feel to it.

#### WHAT ARE WE GOING TO BE FACING? Well, there's no fear of Jak II losing its platform roots. The game stays

true to its predecessor but includes a lot more firepower. Jak is armed and dangerous, but then so are his foes. He'll have to face heavy armour too, from tanks to gun emplacements, and will need to employ all of his old acrobatics in order to defeat them. Plenty more to come, but for now, feast your eyes on these shots... □ MW

## opinion PlayStation 2

**JAK II** is still a way off, but it's looking like the game we all hoped for. A little darker, a little edgier, but staying true to the original. Platforms, shooting and furry friends. What more could you want?

**Gms:** If the sequel can take something from R&C and still keep some of its original quality it should be great!  
**cblackman69:** Surely if they released J&DII with no new added features, people would say it was too samey.

#### HOT OR NOT?

FRIGID TEPID WARM HOT BOILING MELTDOWN



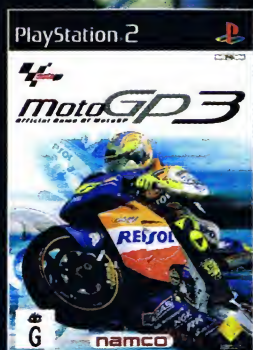
■ **GOING UNDERGROUND?** No, it's not a retreat – we'll be back later. It's called regrouping, you know...



■ **JAK ATTACK** 'Dark Jak' shows some of his alternative skills. Makes us wonder what 'Dark Daxter' gets up to.



Pussy.




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**namco**

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PlayStation 2 

THE EXCITING PLACE THE COMPETITIVE PLACE THE THIRD PLACE

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**GONE TO HIS HEAD**

The pressure of working on a blockbusting game has certainly taken its toll.

**SPLINTER CELL BLOKE!****GREG GOBBI**

*Splinter Cell's* Creative Director talks stealth, sequels and sharing the credit.

**How did the initial idea for *Splinter Cell* come about?**

We wanted to create a game with tension. We wanted to reproduce the feeling you got when you were a kid, watching TV from behind the sofa. But then we wanted to release that tension with action, too. That's why we have the special moves – they provide the player with an almost physical sensation.

**Which games influenced you – obviously *Metal Gear Solid*?**

We definitely wanted to make a game that would be better than *Metal Gear Solid*. It was obviously going to be hard though, it takes Konami four years to make a *Metal Gear Solid* game and they have 80 people. We only had 40 people and two years. It's a brilliant game, of course, but it has plenty of frustrating elements, particularly the lack of control. You can play it just by looking at the head-up display, not the main screen. Our goal was to be more realistic and provide much more control over the camera so players could use the 3D environment to hide. A game that did influence us in that respect was *Thief*.

**So how did you get access to the Tom Clancy licence?**

We were working on a shoot-'em-up, but it was set in a game universe that we weren't sure would hook the American market. It would have worked in Europe I think, but maybe it was a bit lateral for the US. Anyway, when Ubi Soft bought Tom Clancy's developer Red Storm, we asked if we could use the licence and *Splinter Cell* was born.

**Which other games are you currently involved with?**

One big one is the next *Prince of Persia* game. It'll be a challenge to rejuvenate the brand because *Prince of Persia 3D* was very disappointing. However, we're working with Jordan Mechner, the game's Creator. I'm also overseeing Tom Clancy's *Rainbow Six Raven Shield* and *Myst 4*.

**Pretty damn busy then...**

You could say that. My role is to ensure the team have the resources they need. Once we agree on a game's concept, it becomes the team's responsibility to get it done. As Creative Director, I can't say, "This is my game," I have to say, "This is your game." It hurts, but that's how it is.

**"WE WANTED TO MAKE A GAME THAT WOULD BE BETTER THAN MGS"****Any news on a sequel for *Splinter Cell*?**

At the moment we're thinking about a multiplayer element. It might be an add-on, it might be a sequel. The problem is, our game is based on shadows and being sneaky – if you tried to do a deathmatch, for example, night vision would ruin everything. If I shoot out the lights and hide in the dark, it won't make any difference – you can use your night vision to see me. It's a real design challenge.

**How's the beard coming along?**

Shaving once a week is my personal fifth freedom. □ JJ

**CURRICULUM VITAE**

Name: Greg Gobbi  
Job title: Creative Director, Ubi Soft Montreal  
Nationality: French  
Date of birth: 24/06/69

Selected Gameography:  
1995 *POD Online* (PC)  
1997 *Tonic Trouble* (PC/PSone/N64)  
1998 *Rayman 2: The Great Escape* (PS2/DC/PC/PSone/N64)  
1999 *Speed Devils* (DC)  
2001 *Batman: Vengeance* (PS2/Xbox/GameCube)  
2001 *Splinter Cell* (Xbox/PS2)

Hobbies:  
Kite snowboarding on frozen lakes, inventing princess stories for his four-year-old daughter

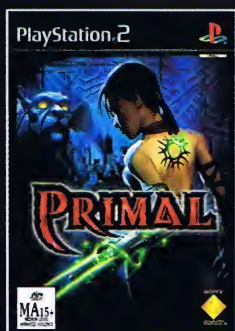
Favourite directors:  
Lars Von Trier, Woody Allen

Favourite authors:  
Murakami Ryu, Ben Elton

Favourite musical artist:  
Björk



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PlayStation 2 

THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE



# CRIME OF THE CENTURY

True Crime has been casing out the PS2 crime sims and is ready to ram-raid *Grand Theft Auto* and make the perfect *Getaway*, as it takes you on the biggest crime spree yet!

 Crime sims are all the rage at the moment. Straight racing and fighting sims might have been 'da bomb' on PSone but the PS2 crew are after much bigger and bolder playgrounds to muck about in. *Grand Theft Auto* kicked things off, becoming the best-selling PlayStation 2 game and proving the popularity of free-roaming crime sprees. A year later, the PS2 crime scene still shows no signs of cooling down – *Grand Theft Auto: Vice City* and *The Getaway* are still ruling the sales charts.

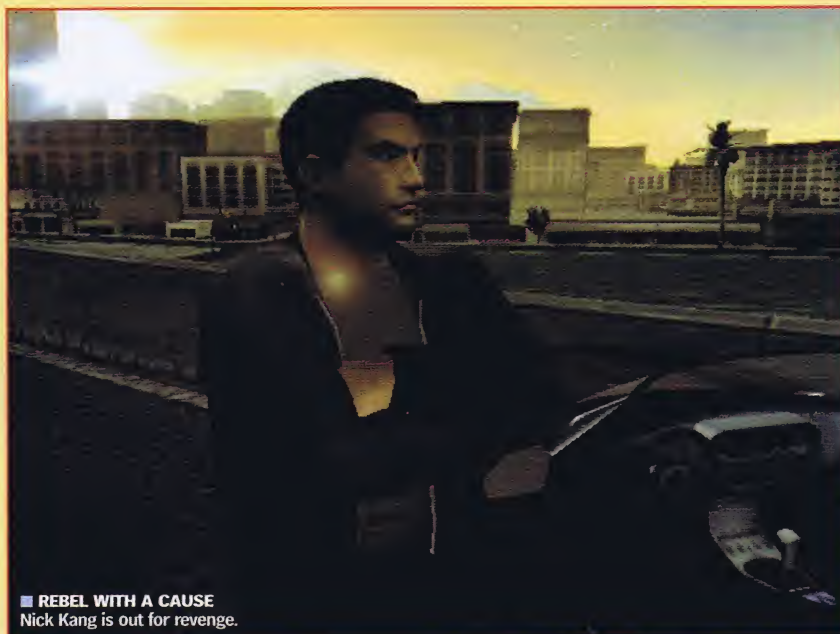
So, is *True Crime: Streets of LA* packing enough heat to convince us to set out on another seedy crime adventure? After spending a few hours staring down the barrel of Activision's aggressive new contender OPS2 is giving it a big thumbs up.

*True Crime* isn't bursting with originality but it is home to more stylish and nose-bleed-intense action than we've seen from any of the other crime Kingpins. It's ironic that a game about crime has shamelessly stolen the goods from so many previous greats – not that we're complaining when the result looks so incredible.

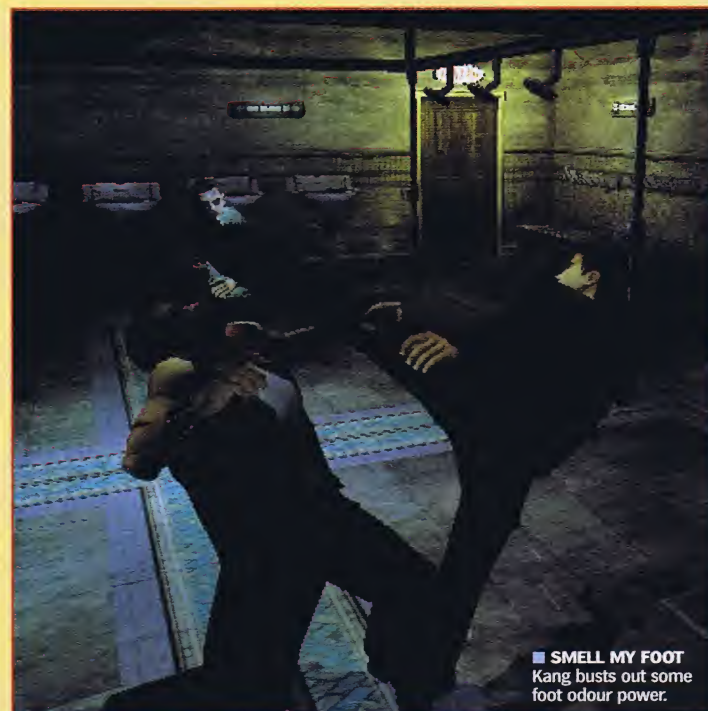
The adventure is played out through the eyes of renegade cop, Nick Kang. After being booted from LAPD for his illegal and ultra-violent style of law enforcement, Kang

begins work for a top-secret crime fighting organisation known as the Elite Operations Division. His main objective is to attack and dismantle the Russian and Chinese organised crime families in LA. Like all good vigilantes, Nick's dad was rubbed out by some shadowy gang and he's out for justice and a healthy dose of revenge.

We've heard stories like these in movies and videogames many times before but what will make *True Crime* unique is your unprecedented ability to influence the game's events and final outcome. While there will be numerous random crimes that you will be confronted with, the bulk of the story plays out through its 200 missions. In each of the missions you're free to determine the approach Kang takes. If the aim of a mission is to tail a suspect discretely, but you get impatient and want to ram him off the road, pull him out of the car and unload a clip into him, you will be free to do this – and you won't see any "Mission Failed" screen either. These actions will just take your game in a more Rambo-style-one-man-army direction. Rather than killing him, if you simply pulled him out of the car and arrested him you might get some useful information; better yet, if you had tailed him successfully, he could have led you to a good contact.



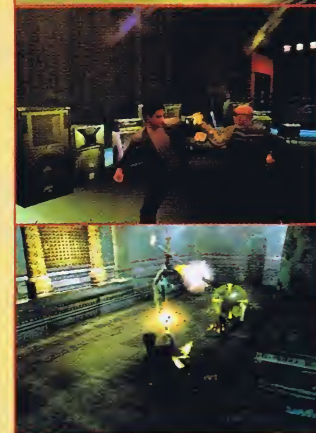
■ **REBEL WITH A CAUSE**  
Nick Kang is out for revenge.



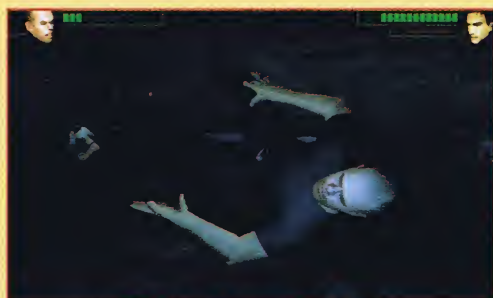
■ **SMELL MY FOOT**  
Kang busts out some foot odour power.



■ **LOCK 'N' LOAD**  
Targeting enemy cars is a breeze.







■ **MAX POWER** *True Crime* out-shoots *Max Payne* with ease.



■ **BUST A MOVE** Furniture can be broken during fights.

Activision has revealed that the actions you take will lead you along the paths to three completely different endings. Sort of like the good, the bad and the ugly, but with all of them being equally fun to explore.

Like *Grand Theft Auto*, *True Crime* has enlisted the talents of A-list Hollywood actors to make the game's cut-scenes as compelling and believable as possible. The gangster cred' and quality of the of the actors signing on for *True Crime* not only outshines the *GTA* games, but also most big-budget movies. Professional psychopath Gary Oldman and King of Cool Christopher Walken, will be joining Mr. Blonde himself, Michael Madsen. Also appearing will be a number of action flick heavyweights, including Russell Wong, Ron Perlman, CCH Pounder, James Hong, Mako and Keone Young.

The cast may be known for their roles as the sort of twitching psychopaths that you would never like to bump into, but when they're turned into polygons they're a sight for sore eyes. *True Crime* boasts some of the slickest and most detailed 3D characters ever seen,

especially considering the size of the game's environments. *GTA*'s chunky and simplistic characters were excusable considering the amount of activity going on in the sprawling cityscapes. *True Crime* has at least as much background detail, but it accomplishes it all with people that look like supermodels, not cheap cardboard cutouts.

Talking about the cityscapes, if you thought *Vice City* or a 40 kilometre chunk of London was impressive, wait until you speed around the 240 square miles of painstakingly reconstructed L.A. Everywhere from Santa Monica to Beverly Hills has been squeezed in, with all of the popular tourist locations like the famous Mann's Chinese Theatre and Rhodoe Drive available for drive-bys also.

The driving engine itself leans more towards *Burnout 2* than *GTA*. The car chases are fast and frantic, with explosive crashes always just a thumb-twitch away. Despite how cool the crashes look, you'll be discouraged to get into them because of the damage they do to your car and the time it takes to get back on track.

When you're chasing an enemy



## JUST DRIVE!

*True Crime* features more than 30 unique cars – and, yes, you can drive them all. Everything from super speedy sports cars to slow moving but powerful trucks will be on offer. There's no word yet on whether you'll be able to pop wheelies on a motorcycle or take to the skies in helicopters, but we've got our fingers, and toes, crossed. Some good news has already been confirmed though: you will be able to take your vehicles to auto shops to equip them with new parts.



car you can crash into them in an attempt to wreck their car or ram them off the road, but it's the out-the-window shootouts that are the most fun. Nick can lock onto his enemies and fire at them through his windows, no matter what side of the car they're on. And if he's the one being pursued he can slam on the handbrake and spin

## THE CAR CHASES ARE FAST AND FRANTIC, WITH EXPLOSIVE CRASHES ALWAYS JUST A THUMB-TWITCH AWAY.

the car 180 degrees to face them, shooting at them out the window the whole time.

The cars themselves are intricately detailed, right down to the leather texture of the gear stick. It doesn't take much of Nick's style of driving to turn the polished beauties into crumpled piles of torn panels and shattered glass though.

*True Crime* distances itself most impressively from the *GTA* series in its shooting and hand-to-hand combat scenes. Even the most ardent *GTA* fans, *OPS2* included, would have to admit that the combat could have been



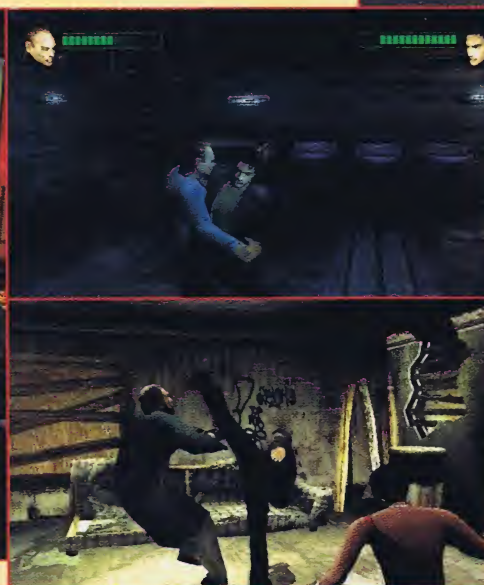
a lot better. In *True Crime* it's possible to frisk anyone on the street, and arrest them if necessary, but most of the time you're just going to want to beat on them. And when it comes to brawling Nick Kang can rumble with the best of them. As well as the standard Karate kicks and punches, Nick can visit a number of dojos scattered around the city. In these dojos he can fight against martial arts masters and learn lethal new moves in arts like Judo, Ken Po, Wu Shu and even wrestling. Nothing beats landing a bone-jarring piledriver on a mob boss's head.

When Nick Kang grabs his guns it's an all-out John Woo eat-you-heart-out blastathon as he flies through the air in slow motion, targeting enemies with pistols in both hands. Nick can hide behind cover when stealth is required but he has more than enough flying gun skills to put *Max Payne* and *Dead To Rights* to shame.

*True Crime* looks like it will usher in a new era of hyper-stylish action games with Hollywood

blockbuster production values. Taking all the best bits from every crime sim under the sun, giving us the biggest 'living city' playground yet and fusing it all together with a revolutionary choose-your-own-adventure plot progression makes for an addictive gaming experience

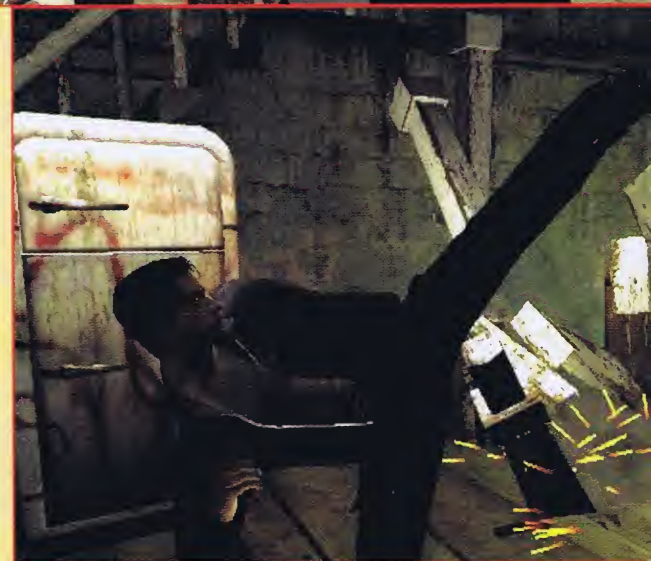
like no other! Make sure you check out the exclusive video preview of *True Crime* on this issue's demo disc, then start counting the days. We'll have more *True Crime* impressions next issue after we've had another session with it at E3. Enjoy. □ Narayan Pattison



■ **TAKING OUT THE TRASH**  
Kang has mastered a variety of grappling moves.

## JOHN WHO?

Leaping sideways in a stylish slow-motion shot, with a pistol in each hand blazing away amidst a shower of bullet cases and white pigeons has become a John Woo trademark. We saw it in his flicks *Mission Impossible 2* and *Face Off* and it sure looked cool then. The pigeons may be missing but all the other John Woo elements are in place, ensuring *True Crime*'s gunfights are among the most intense ever. Sure, it's been done before in *Max Payne* and *Dead To Rights*, but it never looked this good before!







■ **DOJO KNOW?** Nick can learn new moves in dojos.



■ **GRAVA-WHAT?** Nick never paid attention in physics class.



■ **THE ONE** Nick does his Neo impersonation.

# MOB BOSS

OPS2 sat down with crimelord Chris Archer, Executive Producer on *True Crime*, and discussed the most wanted game of the year!

## Just how big is this game?

Every street in this game has been created from GPS data, geological survey data, height maps, satellite photos, hundreds of hours of video and thousands of still photographs. All of the major streets will seem familiar to both people that live here, as well as people who have only visited. It is truly a huge expanse of re-created LA 240 square miles in all and every street is painstakingly re-created from indigenous foliage, to landmark buildings, to gas stations, to the LA freeway system.



## What sort of missions will players be able to get into?

There are about 200 missions in the game. The player will experience everything from epic car chases, to John Woo-style shootouts, to Hong Kong Cinema-style fighting. We also have a tonne of other side missions and fun things for the player to do while they are exploring the streets of LA.

## How many different vehicles can be driven in the game?

### What are some of your favourites?

We have nearly 40 unique vehicles in the game. Everything from sports cars, to trucks and to some secret vehicles I can't talk about at this point. My favourite right now has to be the Pony, a classic muscle car with a lot of power.

## What are some of the highlights of the hand-to-hand combat in the game?

The hand-to-hand combat is very robust for a game like this. Our fighting system employs a simple but rewarding combo system, including high kicks, low kicks, punches, finishing moves and grapples. Additionally, as the player plays through the game, they can upgrade their moves and improve their overall fighting skill. We have numerous fighting styles in the game, including Wu Shu Kung Fu, traditional Karate, Kenpo and Wrestling. Nick can learn new moves to use on his enemies in dojos spread throughout the city.

## Tell us about the types of buildings you will be able to enter and the things you can do inside them.

There are many buildings that you can enter. Depending on the location you might need to employ one or more skills you have learned. You can do anything from fighting, to shooting and driving. You can also upgrade your character, gain new vehicles and weapons, as well as a few other things I can't disclose.

## What types of weapons can we expect to employ in the game?

Nick can dispatch the bad guys with everything from handguns, to automatics, to shotguns and so on. AK 47s, 45s and 12 gauge shotguns should make quite a few holes in the bad guys also.

## Can you give us a little bit of detail on the game's storyline?

Nick is quite a character. Born in Los Angeles, his father was Henry Wilson, a cop killed in the line of duty. After his father's death, Nick learned martial arts in Hong Kong the hard way, mainly in order to protect his family from the Chinese Mafia. When he was old enough, he moved back to Los Angeles and became a cop like his father. But Nick had a habit of breaking things – including a few skulls here and there. Due to his "unorthodox" manner of fighting crime, he was later kicked off the force, and vowed never to return. He eventually got a call from an old friend who was the head of a new agency called the E.O.D. The Elite Operations Division was created to fight big-time crime. Nick's new job is taking down the Russian and Chinese Mafia in LA with his "unique" style of justice.

## Would you describe *True Crime* as more of an action game or a driving game?

We believe the game is fairly evenly balanced between driving, shooting, fighting and stealth. The player will experience Hollywood-style driving sequences, ass-kicking combat, advanced martial arts action and balls-out shootouts inspired by Hong Kong cinema – all in one game!

## What element of *True Crime* was the hardest for your team to create?

The city recreation was definitely the hardest aspect of the game to create. Everything from tools, to technology, to good old hard work was employed in getting the city streets as accurate as possible. If we didn't have an amazing art and programming staff, the player would not be able to enjoy the 240 square miles of LA. You can literally drive from Downtown LA to the beach without ever seeing a load screen. Amazing, even to me.

## Will *True Crime* feature any online elements?

We do not have any online plans for *True Crime* – or none that we can talk about.



A large, multi-story stone building with many windows, situated on a hill. The building has a dark roof and two small towers on the left and right sides. The foreground is filled with tall, dry grass and some bare trees. The sky is blue with some clouds.

WORDS: PAUL FITZPATRICK/PHOTOGRAPHY: ROB SCOTT

# THE GREAT ESCAPE

*Nerve-shredding tension, rip-roaring action and that motorbike chase. The Great Escape is deservedly one of the best war movies ever made. Now SCi and Pivotal Games are set to bring The Cooler King and comrades to PS2. And so it was, OPS2 found itself transported to Colditz Castle, being briefed on the upcoming breakout...*



# THE GREAT ESCAPE



"How do we get out of here?" Ever wondered how resourceful you'd be in a crisis? We're not talking about running out of Tim Tams or losing your mobile phone here. More your 'banged up in an escape-proof prisoner-of-war

camp 200km inside enemy territory during WWII' type of dilemma.

So, how about it? Would you quietly take up knitting and sit out the war or devote every waking moment to confounding the bally Hun, and tunnel to freedom armed with only a blunt spoon and a lederhosen disguise fashioned out of condensed milk and pages of *Mein Kampf*? You'd escape, right?

Ah, a born survivor, like any good PlayStation 2 owner. That's what we thought too, right up to the point where *OPS2*'s photographer and yours truly managed to get lost on a guided tour of legendary former POW fortress, Colditz Castle. Oh the shame of it... Ace Spitfire pilot Douglas Bader got out of here and he didn't even have any legs. French tunnellers broke their

way through yards of Colditz's solid stone foundations using only a candle and water to heat and then crack inch after painful inch of rubble. Our pitiful example certainly puts the superhuman efforts made by captured allied troops to escape to freedom during World War II into perspective.

And it's this very brand of ingenious and dogged heroism that lies at the heart of WWII's most famous mass breakout, when 76 prisoners of war escaped under the wire of Stalag Luft III prison in a single night. Events that were later to be turned into arguably the coolest war film ever, *The Great Escape*. Hideo Kojima was famously inspired by TGE to make *Metal Gear Solid* and create the stealth-'em-up. But it has taken until now for Hilts, Big X, Sedgewick, Hendley and the rest of the crew to get their own game.

And so we welcome two new members to the escape committee: SCI (aka The Publisher) and *Conflict: Desert Storm* veteran and videogame AI specialist, Pivotal Games (aka The Developer). They are now on board to make *The Great Escape*.



■ **SHOT IN THE ARM**  
The Great Escape may be based on the film but you'll get to fight as well as flee.



■ **MOVE TO THE LIGHT**  
Classic scenes from the film pepper the action.



# THE GREAT ESCAPE

■ **'HILT' TO LAST** Not only is Steve McQueen's likeness in the game, but his voice is, too.

## OODLES OF 'HUN'

Three other POW games from the archives for you to try...



### PRISONER OF WAR (Codemasters/PS2/2002)

What? A war game where the bad guys are the only ones with guns? Banged up in a WWII POW camp, you had to beg, borrow, sneak and steal to help you make a break for freedom while still following strict camp routines. Not much action, but plenty of tension.



### THE GREAT ESCAPE (Ocean/Sinclair Spectrum/1986)

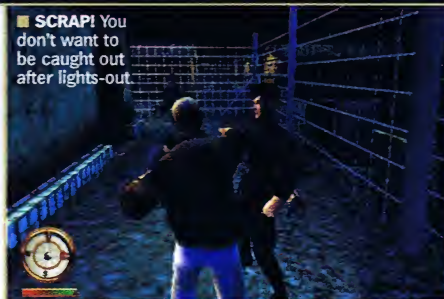
8-bit stonker, based loosely on some war film. The Great Escape was an isometric strategy game featuring a 'morale flagpole' rather than life bar. Plan your escape without alerting the guards and you kept the flag flying. Screw up and you'd get, like, really really down.



### ESCAPE FROM COLDITZ (Parker Games/Board Game)

Played on a pretty good facsimile of Colditz Castle's floor plan, the lucky players got to be the noble allied POWs while the unpopular members of the family had to play German guards. Each successful escape won you points. The guards hardly ever won. Yay!

■ **SCRAP!** You don't want to be caught out after lights-out.



## TUNNEL VISION

No doubt, if you've got *The Great Escape* seared fondly into your memory of a dozen Christmas TV schedules (if not, you've got until the end of August to watch a solid gold classic) you'll be looking through fearful fingers right about now thinking, "How on God's green Earth is Pivotal going to do this? Please don't let them beast my childhood."

On the face of it, you'd be forgiven for a little anxiety. Develop the game with a lack of respect for the film, or the real events that inspired it, and *The Great Escape* could turn into a licence-shafting arcade explosion of jet-pack Nazis, luge races down tunnels on tiny wooden rail carts and ninja stealth levels featuring myopic Blythe, now equipped with Daredevil-style second sight. Ghastly. That said, remain too faithful to the exploits of Big X and his team, and the developer opens itself up to potentially morale-sapping gameplay. Anybody up for some blistering 'trickling-two-tonnes-of-earth-down-the-trouser-legs' action? No? Then maybe you want to skip straight to the bed-board-collecting level? Exactly. They might make for a nail-biting plot, but some of the preparations for the big break-out as shown in the movie don't exactly scream 'Triple-A' gameplay.

Pivotal Games' unenviable task then, has been to tunnel a fine line between the watchtower of all-out playability and the guardhouse of filmic fidelity. Stray on either side and it risks alarming either die-hard fans of the film, or *Great Escape* virgins. The good news is that although there are a few more yards to tunnel before the game emerges from development, it looks like *The Great Escape* is bang on course to clear the wire.

Pivotal has taken the focus of the film – the planning and escaping from the POW camp – and made it the condensed, central section of a three-part game, played at different points through the eyes of four of the escapees: MacDonald, Hendley, Sedgewick and, of course, Hilt. A meaty third section is taken up with our heroes' escape routes through occupied Europe and, since this is a game, those who actually makes it to freedom will be determined by your gaming prowess. The real innovation though is the game's first section. Extrapolating from references made by characters in the film, Pivotal has created a series of opening levels that reveal the heroes'



■ **FLAMING HELL!** The opening missions explain how you got caught.

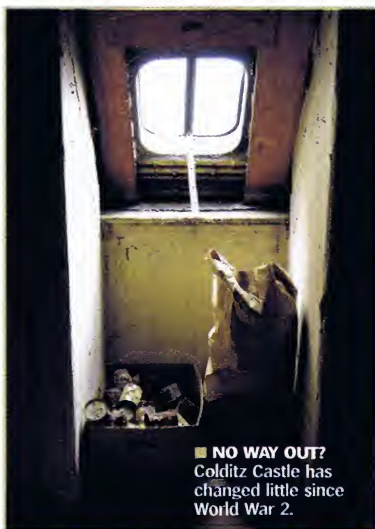


■ **GUTEN TAG ENGLAND** Breaking out of the camp is only the beginning.

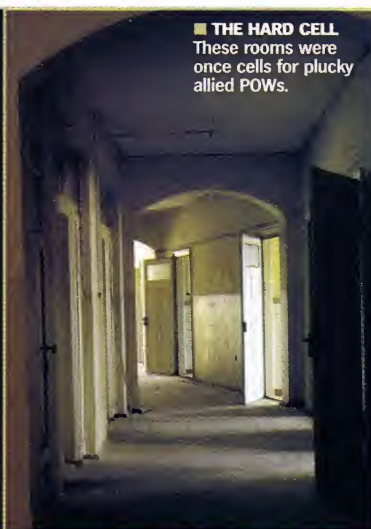
stories and numerous escape attempts leading up to their arrival at the 'escape-proof' Stalag Luft III. These levels not only flesh out well-known characters but also give gamers ample opportunity to hone their stealth, combat and escape skills in 'softer' camps before the actual 'great escape', just as the real escapees had done.

You may be surprised at the mention of 'combat'. After all, aside from Hilt's scuffling with a guard after 'Cooler' buddy Ives gets ventilated for rushing the fence, the film has precious little combat in it. Not so in the game. The development team is intent on packing a variety of gameplay styles into its *Great Escape*. One thing is for certain: you won't be allowed to mistake TGE for Codemasters' relatively bloodless *Prisoner Of War*. As you'd expect there are stealth levels up the ying yang, but you'll also be plunged into numerous 'kill or be killed' action levels (during Sedgewick's escape he spends a while fighting with a French resistance group, for example) that require lightning reactions and a full clip. There might even be a fixed gun emplacement or two to commandeer. And you may remember MacDonald and Big X's frantic escape through the streets of Berlin. Well that's now a nerve-jangling pursuit level where you have to frantically out-run the enemy through the city. And then there's some inspired *Ico*-style 'fetch and ferry' shenanigans in the scrounger Hendley's later chapters. Just as in the film, Hendley's escape is complicated by having to take the increasingly blind forger Blythe with





■ **THE HARD CELL**  
These rooms were once cells for plucky allied POWs.



■ **NO WAY OUT?**  
Colditz Castle has changed little since World War 2.



■ **DIG FOR VICTORY!**  
Fitz gets busy finding a quicker route to the hotel bar.

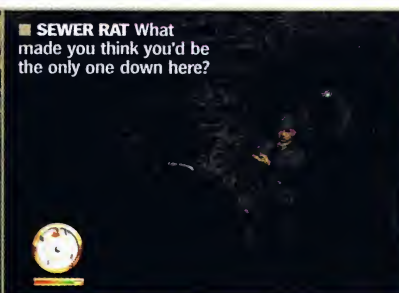


him. Armed with a simple set of commands, you get to lead your short-sighted buddy to freedom. At least, you will do if you're good enough...

The stealth gameplay, too, has been well thought out. Peeking, crawling, shimmying, stealing outfits and eye-balling through keyholes come as standard, as does a nifty rear-view camera to help you keep an eye out for patrolling goons. Best of all though, is the ability to get fellow POWs to cause distractions to cover your activities. Once your buddies are acting up, a distraction timer appears on screen briefly to show you how long you've got. It's a nice touch, and very helpful, especially since Pivotal has given your enemies a keen sense of hearing as well as sight.



■ **SEWER RAT** What made you think you'd be the only one down here?



■ **A FATE 'WURST**  
THAN DEATH Can you bluff your way to freedom, Tommy?

## PAPERS PLEASE!

OPS2 interrogates SCI's Patrick O'Lunaigh and Pivotal Games' Tomas Rawling at the border.

Are there many areas of the game where having seen *The Great Escape* on film will give you an advantage over people who haven't?

**Patrick:** I guess there are two or three places where it might help you to get an objective a bit quicker, but no, we've deliberately made it so that people who don't know the film will be just as capable of playing and enjoying the game as people who do.

How much technology does *The Great Escape* share with *Conflict: Desert Storm*?

**Tomas:** We definitely share the same core technology, and it's an advantage because you're not building something unknown. It allows you to concentrate on going in the direction you want rather than just building the basics. But we separated out the technology about a year ago. We've got a very different AI system. We don't use *Desert Storm*'s AI at all because we have so much more to model. We need guards to be able to distinguish between legal and illegal areas. The troops in *Conflict: Desert Storm* were just there to shoot you. Also the way the engine draws shadows is different - we needed shadows to be linked up to the AI.

Is it important to you that *The Great Escape* has an educational element? After all, the film is based on real events that occurred in a real POW camp, Stalag Luft III.

**Patrick:** We've tried to strike a balance between totally 'arcade-ifying' the game and making it real. The game manual has a dedication to all of the guys who were involved in the real escape. And we've tried to include a lot of details. There's a level called Parcel Delivery where you're receiving Red Cross care packages. There are things that happened in the original book but not in the film - hiding escape rations so the goons wouldn't confiscate them. We've tried to make it as realistic as possible without

turning it into a history lesson. At the end of the day the game's got to be fun.

Did you consider any other great WWII movie licences before choosing *The Great Escape*?

**Patrick:** Oh yes. We had a long list of different things to look at. There are some fantastic war films and SCI has signed up *Where Eagles Dare* and *The Guns of Navarone* as well...

Which character from *The Great Escape* do you most identify with?

**Patrick:** I think everyone likes Hilt. But me personally? I'd like to think I'm most like Big X. The main guy. Like a number of characters, he's based on a real person - Squadron Leader Roger Bushell. And he knew that he was going to be killed if he got caught again, but he planned the escape anyway.

**Tomas:** Probably Sedgewick, the Australian, because he's the most easy-going one in there. Also, he gets out! [Laughs] I love the bit in the film where he nicks that bike. You think 'You've done that before, haven't you?'

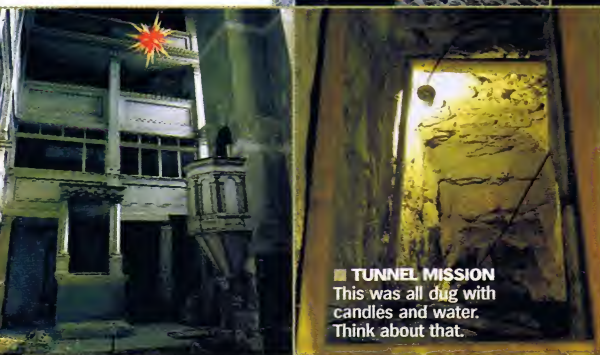


■ **LONG LIVE MCQUEEN!**  
Hilt never shot anyone in the film, but all that's about to change...





■ **WHERE'S THE LOOT?**  
You'd better have a pretty good excuse for being out...



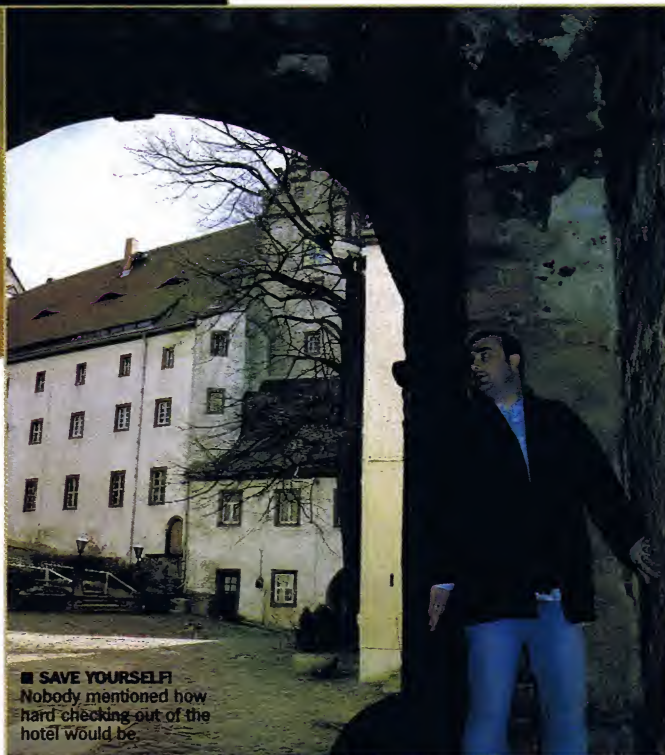
■ **TUNNEL MISSION**  
This was all dug with candles and water. Think about that.

## ESCAPE IS IMPOSSIBLE!

Just how realistic is the film *The Great Escape*? We delve into the real history of Stalag Luft III.



Surprisingly, aside from Steve McQueen's bike stunts, very little of what happens in John Sturges' classic 1963 film is fiction. Stalag Luft III was a real and 'supposedly' escape-proof POW camp created to house all those allied airmen who had repeatedly broken out of other camps. With all that escape experience in one place it wasn't long before the escape to end all escapes was planned. Three separate tunnels named Tom, Dick and Harry were started, but after the discovery of 'Tom' all the efforts were concentrated on just one remaining tunnel, Harry. By the time Harry was completed, around 200 tonnes of earth had been excavated and scattered around the compound by officers with bags of dirt hanging down their trouser legs. The tunnel itself had electric lighting thanks to some stolen cable, plus a small wooden railway for each escapee to scoot along its length on. During the night of 24 March 1944, 76 POWs escaped from Stalag Luft III. Only three made the long journey to safety successfully. Of the remaining 73, only 23 were returned to POW camps on capture. The remaining 50 were shot by the Gestapo.



■ **SAVE YOURSELF!**  
Nobody mentioned how hard checking out of the hotel would be.



■ **IT'S SHORT!** Just like the film, the escape tunnel doesn't reach the trees. Run for it!

■ **FRAUGHT TRAIN**  
Hendley and Blythe get caught on a moving train. Papers please...

## NAME, RANK AND NUMBER...

Who's Who in *The Great Escape*.



### HILTS (THE COOLER KING)

Played in the film by Steve McQueen, the unbelievably cool Hilts has no single, real-life counterpart (although a number of people have since claimed that their relatives show elements of his character. Yeah, right). In the game Hilts is a something of a dab hand on a motorbike, too. Which comes in handy.



### MACDONALD (SECURITY)

Played by Gordon Jackson in the film, MacDonald is an amalgamation of three Stalag Luft III inmates: George Harsh, Tim Kirkby Green and Bernard Scheidhauer. It was Scheidhauer who mistakenly answered a Gestapo officer in English, blowing his cover. In the game, however, MacDonald is fluent in German.



### SEDGEWICK (THE MANUFACTURER)

Again, Sedgewick is based on three real people. Played by James Coburn with an Australian accent rosey enough to make Dick Van Dyke blush, Sedgewick's successful escape to Spain was actually the fate of one Bob van der Stok. In the game, Sedgewick is skilled at dismantling and fixing mechanical objects.



### HENDLEY (THE SCROUNGER)

Before *The Rockford Files* gave him immortality, a dashing young James Garner played Hendley, the Canadian adept at procuring illegal items. It's likely his character is based on one Marcel Zillesen, who succeeded in bribing a number of Stalag Luft III guards. In the game, Hendley is a skilled pickpocket.



### BLYTHER (THE FORGER)

Played by Donald Pleasence, who himself had been a POW during WWII, Blythe (the camp's forgery expert who gradually goes blind) is based loosely on Desmond Plunkett, a mapmaker; and Gilbert Walenn, the camp's real forger. In the game, Blythe is totally at the mercy of Hendley, his escape partner.

## THE KING OF COOL

Of course, any fan of the film worth his or her salt will have had one overriding image playing in a loop through their minds since we began. Steve McQueen. And his motorbike. Leaping a barbed-wire fence. Have they made it in? Could you make a *Great Escape* game without them?

As if. But you may be surprised to see just how 'in' the game McQueen and that iconic scene are. You'll be glad to hear that last two levels of *TGE* are devoted to The Cooler King and his bike-assisted tear-arsing to neutral Switzerland. From Hilts' poleaxing a German motorbike dispatch with a length of wire, via a hot pursuit through chocolate-box Bavarian countryside to, well, how the game ends, is now down to you...

And as for Steve McQueen, when you play *The Great Escape*, it won't just be his likeness you'll be controlling. In the same way that SCI has got permission from filmmakers MGM to use the movie recording of Elmer Bernstein's classic score, it has also been allowed to use McQueen's voice from the film in the game's cut-scenes in true Aaliyah/Tupac style. With McQueen posthumously 'on board' for the project, SCI has recorded the rest of the star-studded cast's

dialogue using sound-alike actors. The best example of this was the decision to replicate James Coburn's appalling Australian/mockney accent as Sedgewick, despite having any number of true Aussie actors happy to provide an authentic performance. Now that's attention to detail.

Play the game and it's hard not to feel the hairs on the back of your neck stand to attention when you enter an FMV and hear McQueen tearing into Big X and MacDonald for their ludicrous escape plan. "Two-hundred and fifty? You're crazy. You should be locked up. You, too. Two-hundred and fifty guys just walking down the street?"

So far as movie licence spin-offs go, *The Great Escape* is certainly one of the most sensitive we've seen. There's clear respect for the big screen and literary source material, and – even though the developer would never pretend that the game is meant to be some kind of interactive WWII lesson – there's also a lot of accurate historical detail embedded in the gameplay. But, above all, this is set to be a gripping adventure, just like its celluloid inspiration. And if Pivotal and SCI achieve that goal, *The Great Escape* on PS2 will be home and dry. □





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WORDS: SAM RICHARDS  
PHOTOGRAPHY: PATRICK LLEWELYN-DAVIES

# FOR YOUR EYES ONLY

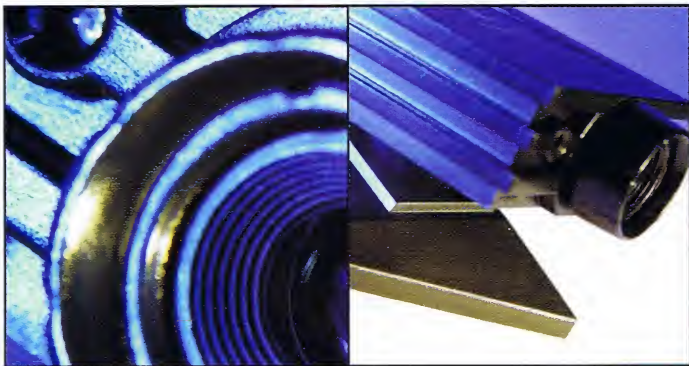
SCEE's EyeToy is not just a series of cute mini-games – it's a gateway to a whole new world of PS2 gaming.



**IS IT  
BECAUSE  
EYE IS BLACK?**  
Exclusive first photos  
of Sony's desirable  
new EyeToy  
camera.

**THE CAMERA NEVER  
LIES** EyeToy: Play puts  
your face in the game.





**■ GRAND DESIGN** The ridged black exterior echoes the PS2 itself.



You know how your mum doesn't understand games? Okay, maybe you've got a trendy mum who listens to Britney Spears in the car and sends you SMS messages from her mobile. Or maybe you are that trendy mum. But in our

experience, when mums are invited to have a go on a PS2 they hold the Dual Shock 2 pad at arms length, eyeing it suspiciously as if it were a bag of weed they've just found in your jacket pocket, before hammering madly at the buttons in a grotesque parody of gaming. The joystick is a barrier. They just don't know what to do with it.

Enter EyeToy, the name for a technology invented at SCEA in Foster City, California, and perfected by SCEA's Studio London. It is an inexpensive Webcam that plugs into your PS2's USB port and sits on top of your TV. Once connected, insert the *EyeToy: Play* disc and look, there you are, on the TV screen! Instead of pressing buttons on the Dual Shock 2, the game recognises body movements. Simply move your hand in a certain direction so that your projected image touches an icon on the screen in order to get a result.

All of *EyeToy: Play*'s 12 mini-games use this idea in delightfully varied ways [see Eye Of The Beholder]. There is no joystick involved; your own body is the controller. The games are so instantly enthralling, you don't even have time to marvel at the genius of the technology before becoming embroiled in a battle to beat the high score.

Literally anyone can get to grips with *EyeToy: Play* because it doesn't rely on the traditional abstract method of assigning each action to a button. It's obvious what you have to do, and you can get on with imitating dance moves or punching robots without using a manual. For the most part, flailing your arms around wildly will do the job. Even your gran, let alone your mum, will understand it.

As the game relies on recognising your movements via the camera, you might wonder if the technology falters when you're contrasted against anything other than a plain white backdrop. But apart from advising that your room is relatively well-lit, EyeToy is remarkably resilient.

## LIGHTS CAMERA ACTION

The *EyeToy: Play* mini-games are perfectly pitched. With the cute, cartoonish visuals now in place, it resembles PSone classic *Bishi Bashi*, or *PaRappa The Rapper*. The ghost-catching, plate-spinning and robot-punching required may have an all-ages appeal, but the high score challenges are all in place to cater for a more competitive gaming audience. Then there's the range of unlockable bonuses. Turn your TV into a hall of mirrors, or have spiders attach themselves to you as



# EYE TOY

## EYE OF THE BEHOLDER

EyeToy: Play's 12 mini-games in all their hip-shaking, air-punching, arm-waving glory. Just remember to move that antique vase before you... Smash!... Too late...



1

### WISHI WASHI

The first EyeToy mini-game that OPS2 ever saw. Clean your grimy TV screen with a few sweeps of your palms.

2

### BOXING CHUMP

A tough one to get used to, as you're in 3D, fighting a 2D robot that isn't actually there. But very satisfying when you slap him around the head.

3

### BEAT FREAK

Similar to *Dancing Stage* or *Samba De Amigo*. A tune plays (Moloko's *Sing It Back* is confirmed as an option) as you do semaphore in time to the on-screen prompts.





4

## KUNG FOO

Tiny ninjas invade the screen. It's your job to send them packing with a bit of the old Bruce Lee.



7

## ROCKET RUMBLE

Bit like a miniature version of Fantavision. Fireworks are launched into the sky – link those of the same colour before detonating for maximum points.



5

## BOOGIE DOWN

A cartoon dance instructor appears on-screen and you must copy her movements in a Simon Says style.



8

## GHOST CATCHER

Pop the ghosts as they rise from the graveyard, taking care to avoid point-sucking bats.



6

## UFO JUGGLER

Help the flying saucers ascend into space by giving them a good rub. Don't spin too fast though, or else the friction will make them explode.

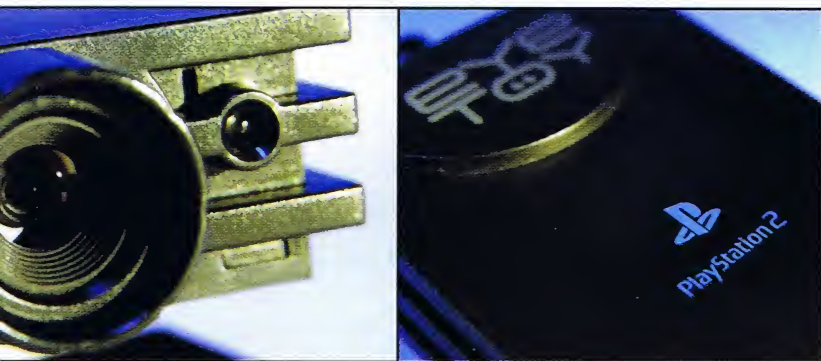


9

## SLAPSTREAM

Surreal whack-a-mole action: slap the ratboys and not the bunny girls as they emerge from the clouds.





→ you walk across the screen, or experience the extremely disconcerting sensation of watching your TV reflection copy your actions with a second-long delay.

Then there's the video messaging function. If the idea of playing games with your kid sister hasn't really captured your imagination so far, this is where it gets interesting. Switch to video messaging mode on *EyeToy: Play* and you can sit yourself in front of the camera and record whatever you want. The EyeToy camera has a tiny microphone built into the casing just above the blue LED on its front, so messages come with audio as well as video.

At the moment, messages can only be recorded in 45-second chunks onto Memory Card, so unless you're then prepared to send Memory Cards through the post, the only people you can really record video messages for are your flatmates. However, there's nothing to stop you recording a message and taping it onto VHS. Want to record a birthday greeting for someone overseas? Now there's no need for an expensive camcorder.

Naturally, the next step is for people to exchange messages online via their PS2s. This will be possible with *EyeToy: Play 2*, already well into development and set for an autumn 2003 release. By this point the PS2 online network should be firmly established, and Sony is more than aware of the capabilities of the EyeToy technology when combined with the potential of online. A video camera, a microphone and a series of mini-games that are perfect for online multiplayer action... you can just imagine the possibilities (and chances are, Sony is already working on them).

It's no surprise that Sony has been besieged by other game developers, desperate to get hold of the EyeToy technology. SCE's aim is for the camera to become a standard piece of gear, such as the G-con lightgun (although when the development team talks about it becoming as important as the Dual Shock pad itself, you don't doubt its conviction). Soon, third-party developers will be creating games for EyeToy as videogaming gains an extra dimension.

For now, though, *EyeToy: Play* is set to launch in early June at a price of between \$100 and \$125 – and that includes the camera. Start practising your window washing and keepy-ups now. You can't go letting your mum win. □

■ **MIC CHECK**  
Note the tiny microphone built into the casing above the LED.

10

#### KEEP UPS

Keeping the ball in the air using only your head is harder than it looks – you really have to give it angle and power to prevent it from dropping to the ground.

11

#### PLATE SPINNER

Just spin those plates as fast as your little hands can manage to prevent a Greek wedding scenario.

12

#### MIRROR TIME

This game really messes with your head. Tracing out mirror images is harder than it looks. Not good for hangovers.





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## MAY ISSUE ON SALE NOW

# MINISTRY

Magazine Australia



WORDS: RACHEL ELING

# WARDROBE WATCH With PS2 Stars!

In *The Third Place*, this lot are A-list. They're trendsetters through and through, and can pick and choose from all the latest designer clothes – hell, they even bag clothes straight from the virtual catwalk. We took a peek inside the wardrobes of PS2's most stylish stars to see what's involved in creating such unique styles and where you can shop on the high street to get their look.

## Lara Croft

We had kind of hoped that for her debut appearance on PS2, Ms Croft would showcase a brand new image, but it seems she has again opted for her regular khakis and vest. You just can't beat a classic though, and Lara knows this works for her, so why bother to change, right? With this girl's knock-'em-dead physique, she really could get away with anything. If we could just change one thing, we'd team the shorts with a kitten-heeled mule. They might not be very practical for the fugitive lifestyle, but they're oh-so elongating for the leg.

### TAN

There's nothing wrong with wanting a little colour in your cheeks, but too much sun-worshipping can be seriously damaging to a girl's complexion. You can get your skin to a suitably orange shade with a quick spritz of St Tropez Instant Self Tanning spray.

St Tropez, \$75

### LIPSTICK

Pursuit of the Alchemist is no excuse for neglecting good looks – and if all else fails, a little dash of lipstick always brings that 'made the effort' impact home. Pout your way to a crimson kisser.

Laura Mercier lipstick, \$35

### TOP

Those are quite some curves she's got there. Let's hope with all that running she's well supported with a good sports bra underneath her simple Duck Egg Vest.

Miss Selfridge, \$15

### SHORTS

Lara certainly likes her short shorts. This pair comes with its own belt, so there'll be no major accessorising nightmares in the morning.

Topshop, \$40

### Rumour!

Is Lara really dating Peter Stringfellow? Pal Kurtis Trent refused to confirm but did have this to say: "Well, she does like fossils..."

### BOOTS

Lara seems hellbent on stomping around in a sturdy pair of bover boots. If you must insist on romper-stompers, buy the best and invest in something sturdy.

Timberland, \$250





# Heather Silent Hill 3

With the risk of sounding like our granny, Heather is such a pretty girl, if only she'd smile once in a while. Although, to be honest, if our home town was populated with deformed lumps of psychotic gristle we could probably do with a touch of bronzer from time to time, too. She's got a great figure though, and for someone who spends so much of her time tearing down ghostly corridors and through thick fog, she puts her clothes together pretty nicely. Our one major issue is with her hair, but then not everyone can afford a daily blow-dry like us, can they?

## JACKET

Silver satin is so hot right now – Louis Vuitton had it all over the catwalk for Spring/Summer. We picked up this superb body warmer at a fantastic price. **Vintage Traid, \$75**



## Rumour!

Spotted house hunting in West Sydney. Could über waif Heather be contemplating a change of 'Hills' from 'Silent' to 'Rooty'?

## BOOTS

With all that running away she's got to do, it's a good job Heather has a nice sturdy pair of boots. **R Soles, \$275**



## HAIR

There really is no excuse for grubby hair. Not even being trapped in Silent Hill is reason to abandon good grooming. A wash with Molton Brown Healthy Hair Revitalising Shampoo will see a difference in no time. **Molton Brown, \$25**



## TOP

A splash of colour near the face does wonders for the complexion. And Heather certainly looks as if she could do with a bit of cheering up. **Topshop, \$15**



## SKIRT

She's got good pins on her, this girl. Knee-length is an unforgiving style of skirt, but if you've got them... **Miss Selfridge, \$75**





## PaRappa The Rapper

This pooch is pretty fly for a yellow guy. We reckon he's been taking some style tips from Justin Timberlake, and he knows that baggy pants, sleeveless tanks and beanie hats are just the thing to get the ladies interested. Perhaps they should consider a duet?

For PaRappa, the key to looking good is comfort dressing – there just ain't no point in picking out threads that are gonna restrict your booty and prevent you from making those essential moves on the dance floor. Shaking his money maker in comfort is the name of the game for this cool cat. Sorry, dog.

### HAT

Oh, very Enrique Iglesias. He used to borrow his beanies from his Grandma's collection of hats, don't you know. If you're looking for a bargain, go get this.  
**H&M, \$8**

### VEST

All that dancing can give a fellow some serious perspiration issues, so a sleeveless top is probably for the best. Try this vest on for size.  
**Topman, \$25**

### JEANS

Every hip-hop lovin' Sk8r Boi worth his wheels owns a pair of baggy denim pants. These jeans are hardwearing, and low budget, too. What more could you ask?  
**H&M, \$90**

### SNEAKERS

We love the funky retro styling on these red and white Nike Dunk sneakers.  
**Offspring, \$120**

### SKIN

The yellow tone is not one we would have considered to be desirable before now, but it takes all sorts yknow. A dusting of Ruby & Millie Metallic Powder in yellow should give you a suitably jaundiced appearance.  
**Ruby & Millie, \$25**

# WARDROBE WATCH! With PS2 Stars!

## Rumour!

Is everyone's favourite rapping pooch binge eating? Friends have reported that they are worried. "He's practically 3D," said one.



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The  
Legend  
Returns

Bigger, better, faster and more furious than before. Behold Shinobi, the ultimate Ninja game. Only on PlayStation®2.

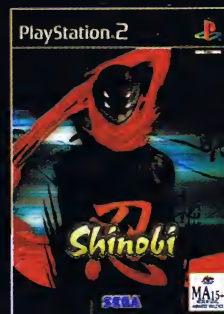


[au.playstation.com/shinobi](http://au.playstation.com/shinobi)

THE VENGEANCE PLACE

THE HONOUR PLACE

PlayStation.2  
THE THIRD PLACE





## Review Charter

**FACT: OFFICIAL PLAYSTATION 2 MAGAZINE's** reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else. And we absolutely love what we do.

It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the game industry's most revered publications, both here and overseas. What's more, our writers have plenty of 'heritage' in the industry, having a collective history spanning into decades. Rest assured that these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

## REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

10/10	Nigh on revolutionary. A game that could change the face of gaming forever
09/10	A truly astonishing game. If you have a PlayStation 2, you need this now
08/10	Highly recommended
07/10	Good, solid fare that's definitely well worth a look
06/10	Better than average, and ideal for hardcore fans of the genre
05/10	An average game
04/10	Poor, but still with the odd moment
03/10	Extremely disappointing
02/10	To be avoided
01/10	Beer mat

## THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.

<b>GOLD</b> PlayStation 2	<b>SILVER</b> PlayStation 2	<b>BRONZE</b> PlayStation 2
The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. The only game to get Gold is MGS2. Too right!	The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!	The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

**media**  
DVD / MUSIC / MEDIA

## DVD RELEASES 078

Resident Evil / Unfaithful / Mr Deeds / Monster's Ball / Lantana / X-Men 1.5.



# SILENT HILL 3 062

Don't walk, run to your local store and start the insanity!

## BLOODRAYNE 068

Can agent BloodRayne out-sex Lara Croft for the new PS2 starlet bragging rights?

## X-MEN 2: WOLVERINE'S REVENGE 070

Wolverine claws his way back in an action-packed blockbuster of a game.

## ISS 3 072

Konami just keep rolling out the quality soccer sims.

## GUNFIGHTER II: REVENGE OF JESSE JAMES 074

## ALL-STAR BASEBALL 2004 FEATURING DEREK JETER 074

## LARGO WINCH: EMPIRE UNDER THREAT 076

## AIR RANGER RESCUE HELICOPTER 076

## 077 GO GO GOLF

## 077 SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION





It takes a little more to make a

The background of the entire page is a promotional image for the video game Silent Hill 3. It features two main characters: Heather Mason, a young woman with short blonde hair, in the foreground looking directly at the viewer with a serious expression; and Travis Taylor, a man with a beard and intense gaze, in the background. The lighting is dramatic, with strong red and orange tones. Heather is wearing a light-colored tank top, and Travis is wearing a dark jacket. The overall mood is dark and suspenseful.

# SILENT HILL 3

*Come for the lakeside view; stay for the throbbing  
gristlebeasts and religious whackjobs.*

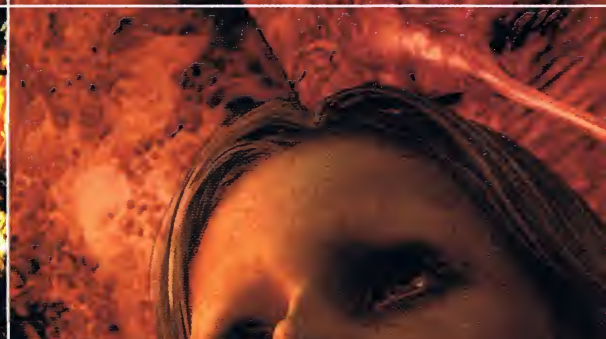


**SILVER**  
PlayStation 2  
OFFICIAL MAGAZINE AUSTRALIA

■ **RED MIST** Heather descends into the hellish 'other' world.



■ **DOLL PARTS** Scariest screen-shot... ever?



PUBLISHER: INFOGRAMES  
DEVELOPER: KONAMI  
PRICE: \$109.95  
PLAYERS: 1  
OUT: JUNE  
WEBSITE:  
[WWW.KONAMITYO.COM/SH3](http://WWW.KONAMITYO.COM/SH3)  
60HZ MODE: YES  
WIDESCREEN: NO  
SURROUND SOUND: NO



On a blazing summer's day, a teenager nervously explores a ramshackle old house tucked away in the Texan undergrowth. It's over in seconds. A hulking figure wearing a butcher's apron and a mask sewn from human flesh lurches into view, brains the kid with a sledgehammer and slams the door shut. The camera lingers, unable to avert its gaze. Fast-forward 30 years and a pretty blonde descends into her own personal hell. Trapped in the underbelly of an unholy church, she makes her way down a corridor plastered with blood and filth. It's waiting beyond a barricade of broken wheelchairs and soiled mattresses. Strung from the ceiling are two girls, legs still twitching. From a vent

below something nameless claws and scratches at their ankles. The rest is lost in roaring static and screams...

Cards on the table, the idea that any videogame could match the gut-punching impact of *The Texas Chainsaw Massacre* is absurd. Or at least, it was. Until now. *Silent Hill 3* is an engine designed with a single purpose in mind: raw terror. And sweet baby Jesus, it doesn't disappoint. This is entertainment at its most bleak, claustrophobic and depressing. And in survival horror country, that's good news. Want more? It's also one of the most technically accomplished titles on the system, bursting with complex lighting techniques and pin-sharp textures. Konami has spawned a world where

#### ■ BACK STORY

Ever since Capcom's rotting pooch leapt through the window in *Resident Evil* the race has been on to develop the ultimate videogame nasty. Set in the perma-foggy town of *Silent Hill*, Konami's own survival horror series is renowned for delivering cerebral scares and MENSA-grade puzzles. Directed by Kazushide Nakazawa, this is the third game in the franchise.



# It takes a little more to make a

## MONSTERS INC

Meet a selection of Silent Hill 3's most odious inhabitants. Signed photos available on request.



### INSANE CANCER

Yes, that really is the name Konami is calling these offensively corpulent creatures. Their faces look like they've already been stoved-in, so don't feel bad about giving 'em a shoeing.



### SPLIT WORM

A giant maggot is the first of the game's boss characters. Fortunately, it's easy to beat: all you need to do is find the gigantic kettle...



### DOUBLE-FACED DOG

There must be some kind of contractual obligation that states you have to include zombie dogs in every survival horror game. These mutts have got split faces which flap open like the alien-infected husky from *The Thing*.



### CLOSER

Tough to know where to start with this one. Kind of like a giant eyeball on stalks, except about seven-foot tall and with huge fleshy limbs.



■ **SUICIDE IS PAINLESS**  
Screaming OPS2 hack not pictured.



■ **THE FOG** You won't be seeing too much of it this time.



■ **DOG SOLDIERS**  
Their bark really is worse than their bite.

■ **OCCULT CLASSIC**  
Interior design by Aleister Crowley.



→ every single pixel is infused with pure evil. A place infested by monsters that pulsate like rump steak left in the sun. It's sh\*t-the-bed-scary and we're about to thank them for it.

## I SEE A DARKNESS

So what makes this different to the usual item-ferrying, cadaver-stomping frightmongery? Well, there's no slow burn build-up for starters. You're simply dumped in a derelict amusement park, crawling with biology-defying monstrosities, and left to get on with it. Don't worry though, because... well, you'll see. Anyway, Heather ends up trapped in the local shopping mall and, cleverly, you don't even visit the fog-choked streets of Silent Hill until the final reel. By which point Heather – the game's mop-haired star – will have shot, hacked and bludgeoned her way through the most gloriously vile environments on PS2. Happily, she's a much more likeable character than old misery-guts from the last one. And, yeah, wearing *that* skirt and those boots, she does look cuter than a kitten in a basket of flowers. But it's Heather's sassy, valley girl attitude that makes you want to protect her from the

split-faced hounds and shambling abominations that patrol the game's rust-caked corridors. Which is just as well, because the action element in *Silent Hill 3* has been amped-up to artery-popping levels. Puzzles still play a part, but (on the default setting at least) it's typical combine-this-item-with-that stuff. Near the end, things do get trickier, with a couple of brain-muddling riddles to crack, but the emphasis is very much on sticking the boot into slaving monsters.

Moving the series in a more action-orientated direction involved major risks. For starters, the difficulty curve could've ended up looking like a cliff face. Thankfully, the whole shooting match has been balanced with near surgical precision. Provided you don't start squeezing off rounds like Rambo on a bender, there's generally enough ammo to see Heather through *relatively* unscathed. Clever design means backtracking is kept to a minimum, and there always seems to be a save point (that'll be those weird occult symbols) when you need one. It's just good playtesting really, but invaluable in terms of avoiding player frustration.

The other danger was that the combat might become



■ **PRETTY IN PINK** We unlocked this cute extra costume, but there are more in there, including an OPS2 T-shirt!



■ **BLOODY HELL** In retrospect, sacrificing that virgin was an error.



■ **NIGHT NURSE** Years of hospital under-funding had taken their toll.

## RAISING HELL

At key moments during the game, Heather slips out of the real world and into a hellish dimension of blood-stained walls and twisted geometry. Here's how...



1 I know you're drenched in blood, love, but this is no time for a soak in the tub.



2 No, don't touch the tap Heather, we both know what's going to happen.



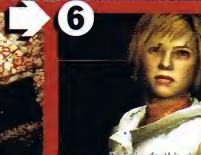
3 Yep, there it is. The whole bath's filling up with foul-smelling claret. Great.



4 It's no good acting surprised. We tried to warn you, but oh no...



5 Now the real world is being replaced by a demonic alternate dimension.



6 And you've got to fight your way through a new batch of sick-inducing abominations.

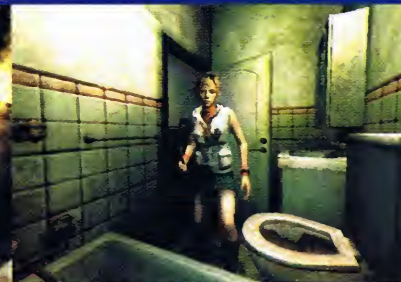




**■ NECROPHOBIA** The school trip to the morgue was a roaring success.



**■ ATROCITY EXHIBITION** Looks like we're going to need bigger guns.



**■ CHILD'S PLAY** This scribble is what passes for a map in the final section of the game. Cheers then.

repetitive. To prevent the problem the art team – under the clearly deranged direction of Masahiro Ito – has cooked up an absolutely revolting selection of enemies. Particularly horrendous are the naked blubberboys who die with huge, flatulent gurgles. You'll also be delighted to learn that the demon nurses are back, and this time they're packing heat. Significantly, the monsters don't usually respawn once you've killed them. Instead of vanishing, the corpses stay put, which is vital to the gameplay dynamic because it means you only really need to clear the areas you're likely to revisit. If you're just passing through, then running away – yeah, like a girl – is the smart choice.

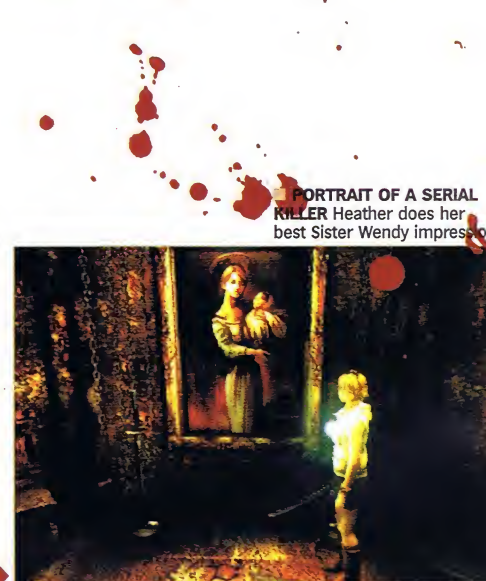
Although 'bottling it' might not be to everyone's taste, if you want to see the credits roll you might as well get used to dodging around like a star quarterback. Shame then, that the controls are so desperately clunky. If you're going to borrow anything from *Resident Evil*, don't make it the creaking rotate-on-the-spot control system. In this analogue age, does anyone else think holding down a button to run is nothing short of an insult? Still, at least Heather can fire her pistol while moving, and if you grin

and bear it for long enough, eventually the controls fade into the background – only really becoming an issue during boss battles and when you have to make Heather navigate narrow platforms at speed. Which is when she invariably gets stuck in her 'oops, I'm about to topple over a ledge' animation, leaving you pawing at the buttons like a teenager on his first date.

## THE INTENSE HUMMING OF EVIL

Control issues aside, technically speaking, *Silent Hill: 3* is a masterpiece. The visuals are beautifully detailed, except that doesn't sound right when we're talking about baths that overflow with sticky black blood, walls covered in seething flesh and lockers that swing open to reveal flayed torsos thrashing about spasmodically. Special mention must also go to the lighting, which is streets ahead of anything you'll see in *Splinter Cell*. Huge chunks of the game take place in almost total darkness, with Heather's pocket torch throwing jagged shadows off every object. The level of detail is so exhaustive that you can actually see shadows fall in the creases of her clothes.

But it's the sanity-bothering soundtrack that really



**■ PORTRAIT OF A SERIAL KILLER** Heather does her best Sister Wendy impression.

## LOCK AND LOAD

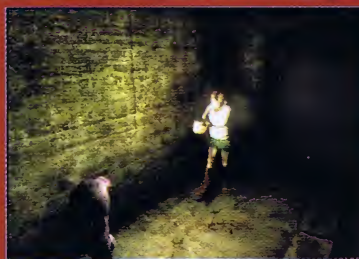
### WEAPONS OF CRASS DESTRUCTION

Sweet and innocent she might be, but get fresh with Heather and she'll show you the business end of these babies.



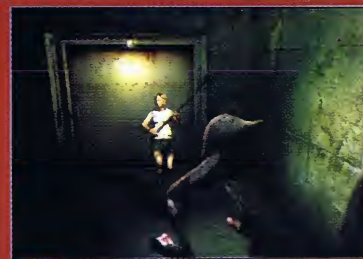
#### KNIFE

It's the kind of knife every kid buys on a school trip to Calais, but it's of little use against towering slabs of demonic muscle.



#### HANDGUN

This is your standard pop-gun. It doesn't pack much of a punch, but at least the bullets are in plentiful supply.



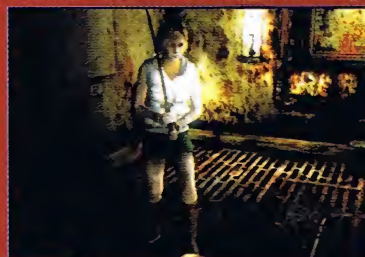
#### MACE

No idea what it's doing in the game. The mace is so heavy, Heather can barely swing it. Connect though, and it does plenty of damage.



#### LEAD PIPE

A big pipe. Made of lead. Cumbersome to use and not particularly strong. Better deal it ASAP.



#### KATANA

Lightweight and powerful, Heather uses the ninja sword to attack with swift three-hit combos. Plus it looks cool-as-you-like.



#### UZI

The ammo is outrageously scarce but check your inventory at the beginning because Heather actually starts with the Uzi available. Enjoy it while it lasts.



#### FLAMETHROWER

Get in! Complete the game and this beauty is waiting for you in the bakery. Infinite ammo means the whole town soon smells like... victory.



## ROLL CALL

### CRAZY PEOPLE

Silent Hill 3's cast features two boys and two girls. Say hello to survival horror's answer to ABBA.



HEATHER

The poor lamb can barely remember her past, and currently lives with her dad. It might be wrong but we like to pretend she's 24's Elisha Cuthbert while playing. Run, Heather run!



VINCENT

Vince keeps his motivations shrouded in secrecy. His sarky comments ("You like stamping on them, don't you?") suggest he's not one of the good guys. Is he really in cahoots with Claudia?



CLAUDIA

Claudia is a God-bothering weirdo who talks with a mannered British accent. Can you guess whose side she's on? She seems to know an unusual amount about Heather's upbringing...

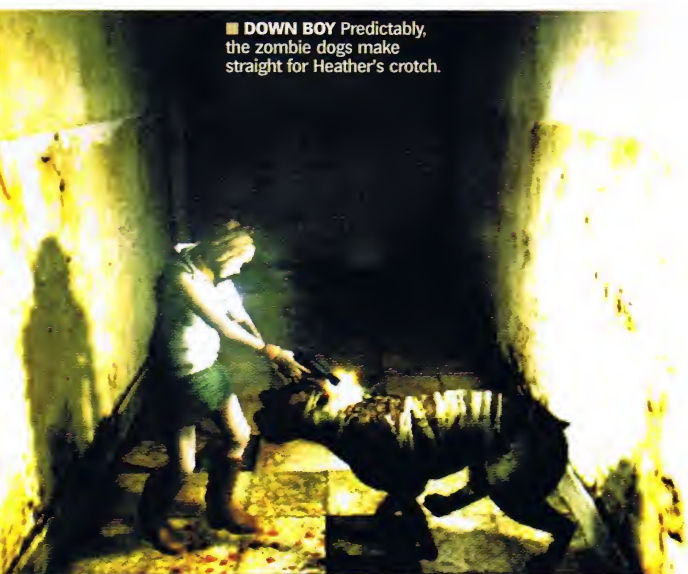


DOUGLAS

He's the chubby private dick hired by Claudia to find Heather. Although trusting a man with a beard goes against everything we believe him, Doug seems like a stand-up kinda guy.

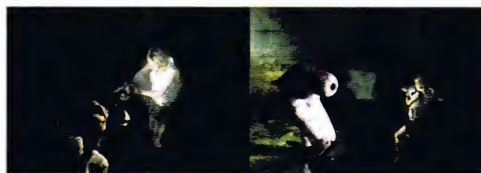


■ RED RUM "I like what you've done here..."



■ DOWN BOY Predictably, the zombie dogs make straight for Heather's crotch.

■ RAIL STRIKE For anyone who's ever used the Southern Line after dark, this section will be more a gritty documentary.



■ SOMEBODY SAVE ME Runic symbols act as save points.

We've spent sleepless nights deliberating over the final score, largely because *Silent Hill 3* doesn't bring anything exactly new to the table. However, as a nerve-frying exercise in undiluted terror, the game outstrips its predecessor by an interstellar mile. And that's why it deserves the extra mark. So it's strange that *SH3* is arguably also the death rattle of survival horror as it stands, because it's hard to see where the genre goes from here. Things certainly can't get much sicker. Whatever comes next will need to offer major innovations – with network play looking like the obvious answer. Mmm... fresh meat. □ Tim Clark

## SILENT HILL 3

### Why we'd buy it:

- Being scared reminds us we're alive
- Konami makes the PS2 sing so sweetly
- For aversion therapy purposes

### Why we'd leave it:

- We're big crybabies who hate horror
- Shonky control system, repetitive combat
- Not enough Uzi ammo

### Graphics

Very, very slick

09

### Sound

Utterly repellent, in a state-of-the-art sort of way

10

### Gameplay

It's bigger, better and bloodier

08

### Life span

Just shy of MGS2 length, but well worth replaying

07

Looks like we picked the wrong week to quit horse tranquillisers. The nastiest game on PS2 – we dare you to play it.

09

OFFICIAL VERDICT

## DO YOU LIKE SCARY MOVIES?

*Silent Hill 3* is a pot pourri of horror film influences. Get the incontinence pants on and treat yourself to five of our faves.

### RING

Heather has more in common with the evil Sadako than you might imagine, and *Silent Hill 3* also shares Ring's haunting sense of 'otherness' and its obsession with evil nippers.



### PRINCE OF DARKNESS

Has Heather really got a demonic bun in the oven? If so, this would be a clear reference to John Carpenter's eighties schlockfest about science students trying to prevent the devil from entering our dimension.



### THE EYE

Blind girl gets her peepers replaced and starts seeing unimaginable atrocities. Should've gone private, love. Arguably scarier than Ring, but the ending is a bit of a cop-out.



### JACOB'S LADDER

Baffling plot, deserted subway stations, twitching monstrosities and the hospital from hell. The influence of this grim, cerebral shocker is all over *Silent Hill* like a particularly painful rash.



### WATERSHIP DOWN

This is still the only film we can't watch all the way until the end. The scene where the evil rabbit shreds the cute one's ears robbed us of our innocence. Don't go into the light, Hazel!



→terrifies. A perfectly-pitched blend of guitar-driven melancholy and creepy electronica, punctuated by atonal strings, industrial clanging, braying donkeys, chattering teeth, bawling children and just about any other noise which might conceivably loosen your bowels. Okay, so unsettling atmospherics and oceans of claret are no strangers to *Silent Hill*, but what sets the third game apart is the way it delivers set-piece shocks. At one point Heather has to explore the fairground's haunted house ride, complete with classic Vincent Price voiceover. Without wanting to spoil things, let's just say what happens made us yelp out loud. And not in a good way.

The other main 'attraction' of the *Silent Hill* series is its tortuously-plotted storylines. So it's slightly disappointing that we were able to suss out most of what was going on midway through this third instalment. Cheer up though, because it still boasts the most revolting climax this side of a night of passion with Big Kev. More importantly, the story is delivered with controlled menace, using every media available – scratchy tape recordings, mysterious phone calls, grainy Super 8 footage – to unnervingly the player. As for the plot, it's the usual psychodrama about repressed memory and secret identities, but with a helping of quasi-religious weirdness spooned over the top. You wouldn't have it any other way, right?



Is every person here a mental case?

### BE MY LIGHT

Heather's torch is barely bright enough.



■ TUBEWAY ARMY Heather takes a zero-tolerance stance on fare-dodging dogs.



AUSTRALIAN  
**T3**



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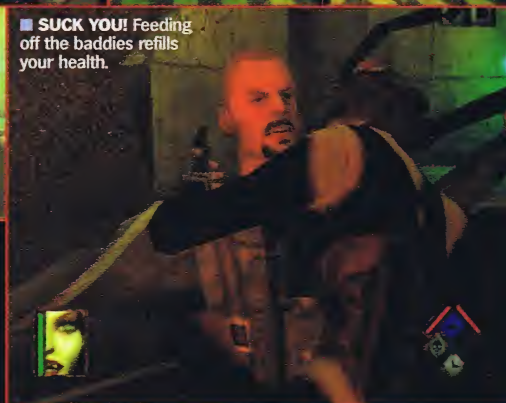
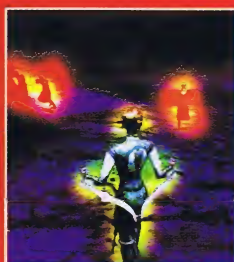
Fox Studios, Sydney 12-15 June 2003





## BLOOD RAGE!

The Blood Rage can be performed by pressing **△** when you've killed enough people. It basically allows you to kill a lot more people a lot faster. Then you start killing people again to activate another Blood Rage. Joy!



■ **SUCK YOU!** Feeding off the baddies refills your health.

# BLOODRAYNE

The vampire vixen who eviscerates first and asks questions later.

PUBLISHER: VIVENDI  
DEVELOPER: TERMINAL REALITY  
PRICE: \$99.95  
PLAYERS: 1  
OUT: MAY  
WEB SITE: [WWW.TERMINALREALITY.COM/BLOODRAYNE.HTM](http://WWW.TERMINALREALITY.COM/BLOODRAYNE.HTM)  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO

## ■ BACK STORY

Terminal Reality, founded in 1995, is better known for its ground breaking flight sims and 4x4 trucking extravaganzas. However, branching out into dark fantasy and horror, with *BloodRayne* and the upcoming *Nocturne*, is bound to find them a whole new audience, albeit one comprised mainly of bloodthirsty freaks.



Let's get one thing clear from the outset: *BloodRayne* has one of the most underdeveloped, half-baked, bull-goose-loony plots in the history of videogames, and that's really saying something. It literally feels as though the developers of the title sat down together in a room, picked their favourite things from other videogames and movies, and then used every single one of them in *BloodRayne*!

The cobbled together story focuses on Rayne, the half-vampire/half-human vixen, and her mission to fight evil in all its guises, with the help of the shadowy Brimstone Society. She also wants to find her father but, like a lot of the plot points raised in the few brief cut-scenes, this is something that is never explored to any great extent.

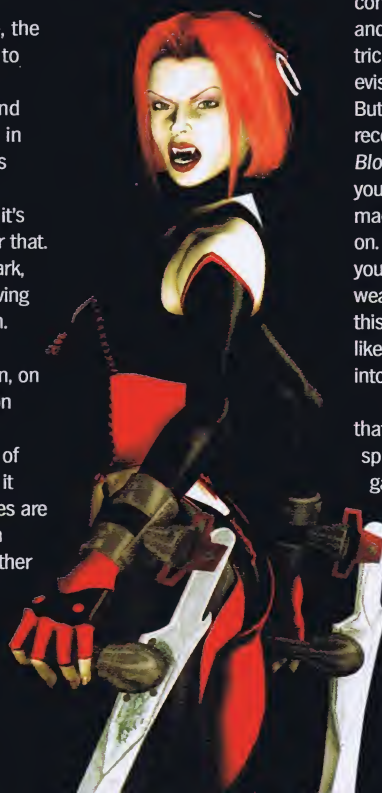
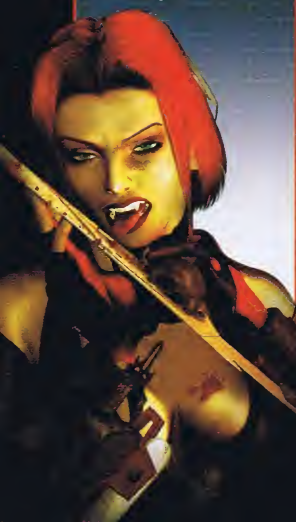
*BloodRayne's* narrative simplicity is not a fault, it's simply a fact, and the player should be prepared for that. Imagine, the polar opposite of *Primal*. *Primal* is a dark, fantasy adventure with an intelligent and deep evolving storyline and lots of exposition without much action. *BloodRayne* is a dark, fantasy adventure with a plot that could have been written by a monkey, in crayon, on a beer coaster but features more gore soaked action than anything previously released on the PS2.

From the beginning of the game in the swamps of Louisiana it's clear that if *BloodRayne* was a movie, it would be of the B-grade genre. All the good vampires are sexy women, wearing skin-tight, fetishist outfits with overly well animated breasts. All the enemies are either hideous zombies, hideous monsters, Nazis, hideous zombie Nazis (seriously), ancient mutant vampires or SS Fraulines (wearing skin-tight, fetishist

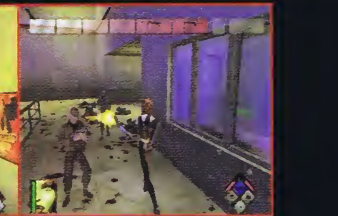
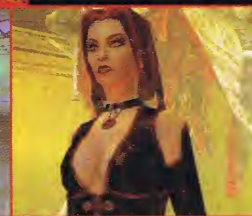
outfits). But the beauty of games versus cinema is that in the world of games a B-grade can often make the most entertaining time.

*BloodRayne*, at its core, is about one thing and one thing only: fighting. And that's where Terminal Reality should be given a big pat on the back, because the range of combat on offer is wide and deep. Firstly there's your hand-to-hand combat, or in this case arm-knife combat. Using these deadly blades you can literally slice and dice your opponents. Combined with your acrobatic tricks you are truly a melee horror, launching fast-paced eviscerations and beheadings all shown in loving detail. But the mayhem doesn't stop there. Unlike a lot of recent titles (such as the admittedly brilliant *Splinter Cell*) *BloodRayne* allows you to pick up ANY of the weapons your foes drop. These range from pistols, to Lugers, to machine guns, to rocket launchers, to grenades and so on. There is a neat weapon arrangement system where you can choose to use your lightest, heaviest or special weapons, all of which you can carry at one time. Sure this isn't the most realistic arrangement but in a game like this disbelief is not so much suspended as taken into a back alley, kicked to death, then set alight.

Guns and knives and fancy sideways flips are not all that *BloodRayne* has to offer, either. You possess three special abilities (each one can be unlocked as the game progresses). The most practical one is the ability to see things in a sort of primary colour phased aura. This has the dual purpose of showing how much life and blood your enemies have in them and, more importantly, shows you the direction of your current goal. This ends any fear of pointless and frustrating wandering and







lets you get on with the business of stabbing everything until it stops twitching.

The second special ability is the least original but most fun. Yes it's the old *Matrix*-style, *Max Payne*-esque Bullet Time (renamed "Dilated Perception" for this product) and it basically means you can slow things down and take your enemies out at your own pace. Okay, it's been done to death but it's hard not to be charmed when Rayne graphically rips her enemies into chunky pieces and then watches as they splatter and bounce across the background in delightful slow motion. It's cruel, it's gory and it's incredibly entertaining in a very sick way. The final special ability is sort of a natural sniper scope and is the least impressive. The game never really requires stealth, but the sniper vision is nice to have and can help in checking out the environment ahead.

Being at least part vampire, there is also the feeding. Leaping atop a screaming Nazi or grunting zombie not only refills your health level but you can use your hapless blood snack as a human shield and even shoot other foes while sucking the sweet plasma from their jugular.

*BloodRayne* is never going to perplex anyone with its depths, the puzzles are almost insultingly simple and the level design easy to work out. Occasionally it feels as though the cut-scenes have been rushed and some of

## SO MUCH EVIL...

The enemies in *BloodRayne* are nice and varied. Ranging from zombies to giant spider creatures, to Nazis, to Nazis infested with hideous worm things, to ancient vampire creatures and an evil deity – everything bleeds when you stab it enough.



the animation is a bit clunky. These minor quibbles aside, however, *BloodRayne* manages to be one of the most grisly, action-packed, horrific and above all fun titles in recent memory. It may not be the longest game in the world, but with its differing levels of mayhem and terror and variety of challenges (including trying to outrun an explosion and use a Mech suit, to name but two) it's a title that will be picked up and played again and again, as you joyfully drench the halls with the innards of your enemies. ☐ Anthony O'Connor

## BLOODRAYNE

### Why we'd buy it:

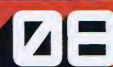
- It's a combat fan's dream – so many ways to kill!
- Being a vampire is always cool
- It's the gory, frantic ride that *Blade 2* should have been

### Why we'd leave it:

- The plot is spectacularly stupid and unoriginal
- Simple puzzles and little exploration
- Slightly shallow after a while

Graphics	Solid models with horrific levels	08
Sound	Great screams and stabbings, wooden voice acting	08
Gameplay	So much fun it's almost a crime	09
Life span	Not epic, but with lots of replay value	08

*BloodRayne* is an explosion of sex, action and violence. It's not going to tax your mind but it's so much fun that you won't care.



OFFICIAL VERDICT



# REVIEW

## X-MEN 2: WOLVERINE'S REVENGE



■ **SPILLING KETCHUP**  
Wolverine is an angry fella.



■ **NERVES OF STEEL**  
Strike moves make for great eye candy.



■ **DROP OUT**  
Wolverine thinks about letting his guard down.



# X-MEN 2: WOLVERINE'S REVENGE

Hairy man with knuckle cutlery is out for payback. You wanna stand in his way?

PUBLISHER: ACTIVISION  
DEVELOPER: GENEPOOL SOFTWARE/WARTHOG  
PRICE: \$99.95  
PLAYERS: 1  
OUT: NOW  
WEBSITE: WWW.ACTIVISION.COM  
60HZ MODE: NO  
SURROUND SOUND: NO  
WIDESCREEN: NO

### ■ BACK STORY

Wolverine's Revenge is not the first Activision game based on the cool-as-you-like X-Men licence. Next Dimension was a traditional, if uninspired beat-'em-up. Boasting a story written by Marvel comics veteran Larry Hama, WR aims to put flesh on the franchise's bones. Fans, your time has come...



Ever heard of The Stockholm Syndrome? It describes the bizarre affection victims of prolonged abuse, danger, and/or stress sometimes feel for those who dish it out.

Nuts as the concept may sound, it's a scenario you may come to identify with while playing *Wolverine's Revenge*. To say that sections of the game are hard is an understatement of epic proportions. You'll rant, curse; you may even storm out of the room as the screen coolly asks you if you want to 'restart the level' for the umpteenth time. But you know what? Despite yourself, you will return, and you will have another crack at it. And when – finger-bruised and bleary – you finally complete the section, or trash the boss, the sense of battered relief and achievement will turn fury into joy just like that. And in that disorientating moment you'll forgive the game for everything. It's an odd feeling. Then again, it's also a powerful testament to the game's core likeability. But enough. You want to know what *Wolverine's Revenge* is about, right?

Penned by long-time *Wolverine* comic scribe, Marvel's Larry Hama, the game delves into the adamantium-reinforced X-man's tortured past as survivor of a government experiment to create indestructible fighting machines. The opening act is set

In 1968 at the Preparation H/Department H compound. You take control of Logan at the

instant he becomes aware of his captors and breaks free. Serving as a tense prologue to the game and as a training level, it's pretty full-on. On-screen prompts acquaint you with the stealth, feral vision and combat controls as you navigate your way out of an expansive environment peppered with enemies. By the time the prologue act is through you'll feel like a veteran – you'll have had the mother of battles with fellow 'experiment' Sabretooth and will be absorbing the news that Wolverine is carrying a terminator virus set to kill him faster than a wonky seafood platter.

Fast-forward to the present day and the long-dormant virus is incubating, giving Wolverine a pulse-quickenning 48 hours to find a cure. His journey back to (and infiltration of) the icy research facility supplies the 'adventure' part of this action adventure. As for the 'action' part, try substituting 'fight'.

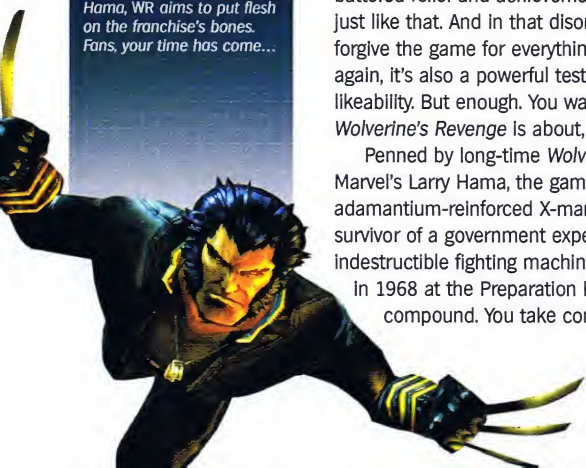
### FISTS OF FURY

Credit is due to the developer for creating a combat system that delivers a bag of crowd-pleasing money-shot moves while firmly embracing the 'Keep It Simple, Stupid' approach. Wolverine can ladle out pastings with his talons in or out, but once the action begins, you use just a kick and punch button linked with jump. On its own, this system would not be enough to keep anyone gripped. And that's why you

### X-CITING X-TRAS

If defusing a genetic time-bomb in your own bloodstream wasn't work enough, if you've got time you can always go off in search of these hidden extra treats.

While you're busy slicing and dicing your way to personal goon-slaughtering, best keep a look out for suspiciously shaded patches of wall and strategically placed barrels that have 'Hit me, I explode' written all over them. Explore and you'll find a scattered treasure trove of icons that unlock some choice bonus items including six alternative Wolverine costumes, a host of data files that offer background on characters and locations in the game, and oodles of artwork.







■ **HAVE SOME** Multiple opponents are no problem for Mr Wolverine.



■ **WHAT'S ON TV?** Wolverine decides to change the channel.



■ **WHAT DO POINTS MAKE?** Kick some ass and rack up points for enhanced moves.

## WENDIGO-ROUND

And you thought Logan was nails. Try taking down the Wendigo...

1



As Professor X helpfully points out in a floaty telepathic way just before Wolverine's showdown with a raging fur ball, "The Wendigo can't be killed..." Cheers, Patrick.

2



If you manage to out-run the Wendigo's stampede, you need to dash behind it, stun it with your claws and grab its tail. No, the other end. Now swing it around and chuck it into the chasm. Easier said than done.

3



And repeat. A lot. You may want to watch out for the constant rain of skull-cleaving stalactites and Wendigo's seismic foot stamp. Oh, and the 300-foot drop off the fight area onto pointy rocks. Nice.

4



Ha! Ha! Who's your daddy? Not so tough now are we? Hmm. Not dead you say? Oh crap. It's waking up again. Ruuun!



■ **VISION THING** Wolverine's enhanced vision gives him an edge in hostile environments.

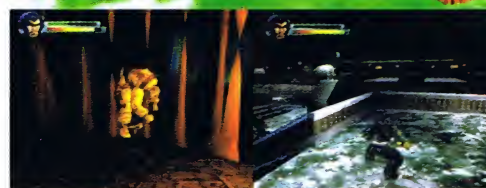
■ **HIT PARADE** Your strike moves are dependent on the relative position of your deadly foes.



■ **MINIMUM RAGE** Keep pounding and your rage level builds.



■ **BACK OFF** Juggernaut proves to be a tough opponent.



have the Strike function.

As you soften up your foes, the word 'Strike' will appear. Press **Ⓢ** in time and Wolverine will instantly pull off one of a devastating collection of showboating fight moves, which will often take out several of your combatants and rack up your points. These points eventually add up to unlock increasingly showy levels of shish-kebabbing moves. It's not a proper, Tekken-style combo set-up but it's fluid, fast and gratifying, both to use and to watch.

The Strike system comes into its own with Wolverine's 'stealth lite' capabilities. If you manage to sneak up on an unsuspecting enemy, you'll be able to make use of a series of silent-kill moves. But what does a self-healing ball of rage with finger cutlasses need with stealth? You'd be surprised. Although it's possible to bulldoze your way through most levels, there is nearly always a smart, sneaking option available. And there are some sections where being spotted even once will result in a brutally swift 'game over'. To help you at times when you need to tread carefully, Wolverine is endowed with enhanced sensory perception. Part thermal imaging, part night vision, this glowing view is invaluable for spotting traps and distant guards, and penetrating the gloom. And it's bloody cool. As is the way Wolverine's famous, rapid healing is handled. While your claws are out, you just won't heal.

Blessed with a serious stab at gameplay variety

(stealth, health handicaps, peril-filled darkness, an escorting mission etc, etc) welded like adamantium to the game's gratifying combat framework, *Wolverine's Revenge* is, for the most part, a thoroughly enjoyable game. If it weren't for the largely excellent game camera's occasional jitters around scenery and for those too frequent heart-crushing moments when you die and are plonked right back at the start of a huge level, the score would be even higher. However you slice it though, *Wolverine's Revenge* is cracking fun and well worth getting your claws into. □ Paul Fitzpatrick

## X-MEN 2: WOLVERINE'S REVENGE

### Why we'd buy it

- We love hand-to-hand combat but feel beat-'em-ups lack depth
- 'Cause Wolverine's the coolest superhero around!

### Why we'd leave it

- The long, save point-free levels do take their toll
- Blending gameplay styles just doesn't float our kayak

Graphics	Chunky arcade style with beautiful graphical touches	08
Sound	A rousing score and gratifying 'slicey' talons swipes	07
Gameplay	Acclimatise to the 'stealth lite' for some real depth	07
Life span	Huge levels. Bloody hard bosses	06

A quality action adventure that blends stealth with hand-to-hand combat. Only a few irritations deny this a higher score.

**OFFICIAL VERDICT**



■ **SURROUND POUND** The fight system's simple but fun.



■ **SHARE THE STEALTH** Wolverine can pull off silent kills with brutal efficiency.





## ISS 3

Fancy a bit on the side? Go on, be a football bimbo...

In the motley PlayStation 2 line-up of football stars there's no doubt that one key player towers above the rest. *Pro Evolution Soccer 2* carries itself with the arrogance of Zidane, swaggering about with pure confidence in its own genius. *ISS 3* is very much the Danny Tiatto of the team. Dogged, workmanlike, effective, but never as brilliant as the best.

It is essentially an arcade football game aimed at those with no interest in fine-tuning their skills over the next five years. Sure, you can get better at it, but after ten hours or so of play you'll be looking for glitches to exploit rather than trying ever more audacious floated passes to your wideman.

Like Danny Tiatto, *ISS 3* sometimes gets very sloppy, committing the odd messy foul. Literally. Tugging incessantly at an opponent's back is deemed fine, but it prevents you from playing your football. Some matches even descend into *RedCard*-style hacking farces, which detracts from the accurate passing and speedy play that characterises much of the action.

Worse still, there's a lack of precision and subtlety, for instance, in the behaviour of the ball. It often gets caught up in a computerised alternate reality drifting back and forth between an attacker's feet, untouchable by your intercepting defender. Annoying.

The game isn't all bad. It's just not brilliant. The crossing system, which at first seems flawed and irritating, rewards patience, and you'll soon get the knack of driving the ball home after a whipped ball from out wide. And one cheesy but surprisingly inoffensive touch is the One-on-one mode, activated by pressing **[X]** when prompted. A visual effect accompanies a zoom to your

player as you bid to skin the opponent and go for goal.

Other pleasing extras include a points progression system which rewards you for victory in cup and league competitions, and for success in the series of challenges offered in the game's Mission mode. Collect enough points and you can unlock extra kits and, better still, individual sections of stadia so you can piece together a decent impression of your own team's stadium. You can even unlock extra moves (see *Spinning Formula*) all of which balances the notable absence of club sides, leagues, transfers, promotions and relegations.

Those who already own *Pro Evolution Soccer 2* will do best to remain faithful to the classiest act around. Unless, of course, you want to make like Jordan and grab any bit of football action you can, irrespective of looks or depth. **[X]** Lee Hall

**REPLAY VALUE** Watch every move in slo-mo.



### BACK STORY

Still trading off its well-deserved reputation back in the N64 era, the *ISS* series is a more accessible alternative to *Pro Evolution Soccer*, designed to recreate the arcade feel of classic football titles such as *Tecmo's World Cup '90* (pictured below).



**WILD FOUL** You often get away with nasty challenges. Not this time though...



### ISS 3

#### Why we'd buy it:

- It is an ideal half-time grudge settler
- A welcome break from *PES2*, if only for a couple of hours

#### Why we'd leave it:

- It lacks the depth and sense of liberty embodied in *PES2*
- Rather short on subtlety and accurate collision detection

Graphics	Looks fine, but the physics let it down at times	07
Sound	Generally good commentary with a few howlers	07
Gameplay	Solid. Often clever. Can I play <i>PES2</i> now please?	06
Life span	Lacks the subtlety to make it truly compelling	06

Like an Adult Channel freeview, a ten-minute blast may well satisfy your curiosity and deter you from shelling out.

**06**

OFFICIAL VERDICT

### SPINNING FORMULA

*ISS 3* may be built on arcade action principles, but the game also boasts a progression element to lure you into replaying. Simply collect points to unlock a heap of extras.



#### MAN DOWN

You can earn points with victories in tournaments, or take on a challenge, such as winning a half while two of your players enjoy an early bath.



#### TACTICAL DECISION

Time to check out your spending options. Perhaps a fetching brown and white strip would suit the lads?



#### MARVELLOUS STUFF

We opted for a special throw. Pressing **[X]** and **[O]** lets you tumble before you launch the ball.



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**MOOLAH ROUGE**  
Staying alive is tough in your quest for cash.

**ACES HIGH** Keep your hand intact by being quick on the draw...

# GUNFIGHTER II: REVENGE OF JESSE JAMES

Get your six-shooters out for a back-in-time crisis.

**X** A sequel, eh? Remember the original? Thought not. Of PSone's back-catalogue of games, *Gunfighter* was a stray bullet, a parting shot as the machine's popularity tailed off.

In *Gunfighter II*, you assume the role of outlaw Jesse James who's hot on the trail of his double-crossing, gold-stealing partner, Bob Younger. But, before you send him packing in a pine box, you must shoot through a multitude of on-rails levels, dispatching low-lives.

The game is played out like a Wild West *Time Crisis*, with you ducking behind doors, barrels and bars, then poking your head up long enough to pick-off tobacco-chewing scum before being taken to the next area to resume blasting gringos galore. It's nothing new or particularly exciting, but it does present multiple routes whereby a well-placed bullet can swing a signpost to send you off in a different direction. Three difficulty levels plus some simple, yet effective mini-games at least spur you on to play again.

As Westerns go, *Gunfighter II* has awful production values while the shoddily-drawn enemies will have you gobbling at the nearest spittoon in disgust. But if you can see beyond the vile graphics and well-trodden style, *Gunfighter II* provides a half-decent airing for dusty G-cons. Up against more accomplished sharp-shooters like *Time Crisis 2* and *Dino Stalker* though, *Gunfighter II* is something of a Wild Bill Hiccup! ☐ Ryan Butt

### GUNFIGHTER II

#### Why we'd buy it:

- Our trigger fingers are getting twitchy waiting for *Time Crisis 3*

#### Why we'd leave it:

- Grotty, unoriginal and seemingly thrown together

#### Graphics

03

#### Sound

04

#### Gameplay

05

#### Life span

04

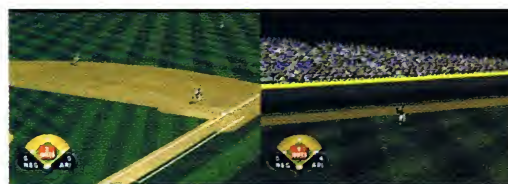
More Billy the Squib than a rootin', tootin' blaze of glory, even hardened G-con twirlers may recoil.

**OFFICIAL VERDICT**

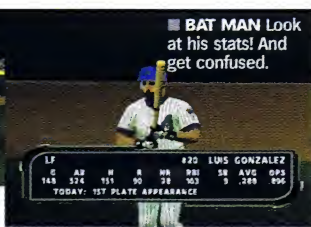
PUBLISHER: UBI SOFT  
DEVELOPER: REBELLION  
PRICE: \$69.95  
PLAYERS: 1-2  
OUT: NOW  
WEBSITE: WWW.UBI.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
PERIPHERALS: LIGHTGUN

**BLAZING PADDLES** The game works with a joypad, but moving the cursor is cumbersome...

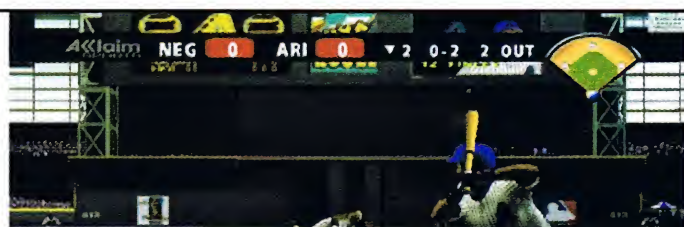
**STALE RIDER** Even the frantic horse chases are lame.



**STRAIGHT OUT OF LEFTFIELD** The only place you can use the word 'leftfield' in its proper context. Although we're not sure why.



**BAT MAN** Look at his stats! And get confused.



**LIFE'S A PITCH** You can apply spin to balls.

# ALL-STAR BASEBALL 2004 FEATURING DEREK JETER

It might be massive in the States but it just ain't cricket...

**X** The last time we played a game that required us to hit things with a baseball bat was *Grand Theft Auto*. There we used the sporting implement as a weapon to cave in skulls. It is quite a novelty, then, to actually use one as sport's nature intended in Acclaim's *All-Star Baseball 2004*. Approximately two minutes and 37 seconds into the Quick Start option and we came to the conclusion that, actually, the tool is better utilised in *GTA*; caving skulls.

At least, in *GTA* it wasn't so hard to actually hit the target. While we lost count of brutal bat-assisted wastings in Liberty City, on the baseball diamond our hit ratio seemed somewhat inept. Baseball dictates that stats and figures are integral to enjoying the sport (this game has loads, and you'll be able to download new ones online, too) but they *don't* help you get satisfactory purchase on the ball.

A floating crosshair has to be lined up with the pitcher's throw, travelling at speeds upwards of 80mph towards your midriff. Even when you do line it up, it's a

minor miracle if you actually perfectly time your swing. The first time we made contact the ball went *behind* the batsman (a foul). Is that actually possible? Once you've flailed about for a bit the other team tries hitting the ball while you pitch. But bowling's boring, right? You might remember doing it in rounders (essentially baseball, with less stats and more girls). Meanwhile, the commentators get excited about yet more stats and you ponder why Acclaim has released this Down Under. ☐ George Walter

### ALL-STAR BASEBALL 2004 FEATURING DEREK JETER

#### Why we'd buy it:

- We're an American living in Australia

#### Why we'd leave it:

- It's so niche it almost doesn't exist

#### Graphics

06

#### Sound

06

#### Gameplay

04

#### Life span

04

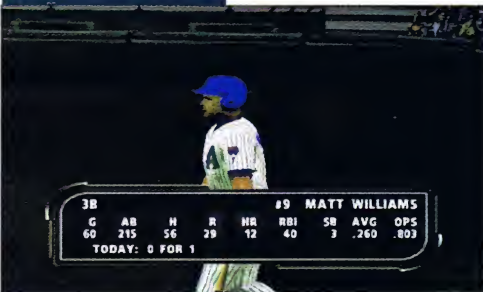
Just two minutes and 37 seconds of joy. Then we're left wanting to take a bat to the disc.

**OFFICIAL VERDICT**

PUBLISHER: ACCLAIM  
DEVELOPER: ACCLAIM AUSTIN  
PRICE: \$99.95  
PLAYERS: 1-2  
OUT: NOW  
WEBSITE: WWW.ALLSTARBASEBALL04.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: YES  
PERIPHERALS: NETWORK ADAPTOR



**HELP!** Advice is offered at intervals for novice players.





# **NEED BRAIN FOOD?**

**VISIT YOUR  
NEWSAGENT  
AND GRAB  
YOUR CAN  
TODAY!**



*This month's special!*

This fantastic magazine will answer all your developer queries. But wait, there's more! We'll also throw in the latest news, views and opinions from industry leaders. Can you afford not to read your fill?



# REVIEW

## LARGO WINCH/AIR RANGER RESCUE HELICOPTER



■ **BEDROOM EYES**  
Good lord mother, put some clothes on!



Samantha? No! I met her on the plane!



■ **SIN CITY** Tommy Vercetti has really let himself go.

■ **GRATEFUL DEAD** Turns out the big boss is a hippy.

# LARGO WINCH: EMPIRE UNDER THREAT

*Surely being richer than God can't be this boring?*



You have got to question the mindset of parents who inflict bizarre names such as Quentin or Agamemnon on their offspring. But imagine being called Largo Winch at school. You're guaranteed a slapping at every lunch break. So it's lucky Largo can afford to hire a few bodyguards, because he's just inherited his old man's billion-dollar business empire. Score!

*Largo Winch*, the game, casts you as the 'billionaire in blue jeans' (imagine a young, Yugoslavian Bill Gates... no, don't) trying to solve a dangerous conspiracy. A decent premise and, surprisingly, the gameplay does it justice. Nah, just kidding... this game is as lame as they come. Having foiled a bomb plot and copped off with a loose-knickered lovely, Largo jets off to Mexico to investigate sinister events at one of his laboratories. It soon becomes miserably clear that the only thing waiting for him is unintentionally hilarious dialogue ("Her professionalism is stuck to her like glue") and

irredeemably average puzzles. But the real kick in the nads is the desperately limited turn-based combat.

Despite decent-looking environments, this is a painfully linear adventure, which lacks any pace and – criminally – includes unpredictable instant deaths. Still, it's hard not to savour the irony when Largo examines an object and says, "Nothing interesting here. I'm wasting my time." You said it, buddy. □ **Tim Clark**

### LARGO WINCH: EMPIRE UNDER THREAT

#### Why we'd buy it:

- We're drunk and in need of some mild titillation

#### Why we'd leave it:

- We're sober, and not quite that sad

#### Graphics

05

#### Sound

04

#### Gameplay

03

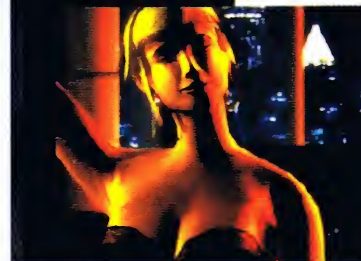
#### Life span

05

It promises 'adventure, suspense and glamour.' But, lady-loving aside, this is pitiful gaming.

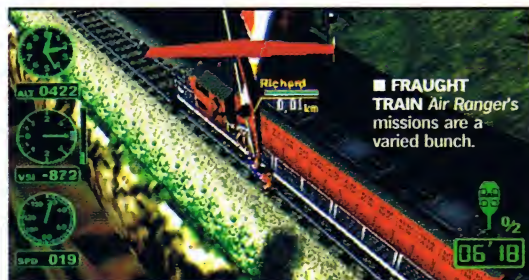


**OFFICIAL VERDICT**



PUBLISHER: UBI SOFT  
DEVELOPER: UBI SOFT  
PRICE: \$99.95  
PLAYERS: 1  
OUT: NOW  
WEBSITE: WWW.UBISOFT.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO

■ **SNAKE TAILS** One bite and you're dead.



■ **FRAUGHT TRAIN** Air Ranger's missions are a varied bunch.



# AIR RANGER RESCUE HELICOPTER

*Cut price chopper action for your PS2.*



*Air Ranger Rescue Helicopter* is the budget airline of chopper games. It provides a glamour-free but eminently solid experience at a low price. It does what it promises, doesn't outstay its welcome and, as such, it proves to be a pleasant surprise in an area of the gaming world where 'cut price' often means utter crap.

The idea is simple enough. Spread over four locations (urban, coastal, mountainous, forest) you pilot one of a trio of choppers on missions that require careful control and a steady nerve. Land rescue, sea rescue (complete with colleague Bob dangling on a winch), mountain rescue (like land rescue but with rotor-smashing trees and high winds), transportation and fire-fighting missions. Admittedly, the graphics are unlikely to make your PlayStation 2 break out into a sweat, but they're compensated by enjoyably challenging gameplay based around the control of the helicopters themselves. Making fine adjustments to your position while you hover dangerously close to a capsizing cruise ship, is really quite tricky, but for once, that's the whole point.

Put a time limit on each of the missions and you get a game that nudges you into that all important 'one more time' territory.

Sadly, however, there's not nearly enough going on in *Air Ranger Rescue Helicopter* to warrant more than a few plays. This, more than any other consideration, makes the \$40 being asked seem rather steep. Still, if you loved *City Crisis* and have been gagging for more of the same ever since, this will certainly be worth the rental price. □ **Paul Fitzpatrick**

### AIR RANGER RESCUE HELICOPTER

#### Why we'd buy it:

- We like skilful control to be a challenge in itself

#### Why we'd leave it:

- We're after high octane gaming thrills

#### Graphics

04

#### Sound

04

#### Gameplay

05

#### Life span

03

Despite no-frills production values, this provides short-lived but genuine entertainment.



**OFFICIAL VERDICT**



■ **HEAVY GOODS** The Chinook chopper is sturdy and can take a lot of punishment.



PUBLISHER: THQ  
DEVELOPER: ASK  
PRICE: \$39.95  
PLAYERS: 1  
OUT: NOW  
WEBSITE: WWW.MIDASINTERACTIVE.COM  
60HZ MODE: YES  
WIDESCREEN: NO  
SURROUND SOUND: NO





PUBLISHER: THQ  
DEVELOPER: MAGICAL COMPANY LTD  
PRICE: \$39.95  
PLAYERS: 1-4  
OUT: NOW  
WEBSITE: WWW.MIDASINTERACTIVE.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO



## GO GO GOLF

A double bogey for the worst golf sim on PS2.

There's something to be said for making games as simple as possible to play. For every nimble-thumbed joypad Jock there must be hundreds of people who don't have the time or the patience to learn tricky controls and complicated rules. But Go Go Golf takes simplicity to a ridiculous extreme, and is consequently less involving than the kind of thing you can play on a cheap digital watch.

There really is nothing to it. Nothing at all. You can't select your club. You can't even aim with the one you're given. You can't choose different types of shot, or control the power level when you hit the ball. All you can do is pick one of three preset paths for the ball to follow, then press twice when your golfer swings the club past a couple of markers. If you timed it right, the ball will land where it's supposed to, otherwise it might fall slightly short or wide.

Having spent the minute or two it takes to master this, we searched the menus for some sign of an actual game, but to no avail. It's like a demo version of some

terrible golf sim, with all the features locked out, or something somebody knocked up in a few days using the PS2 Linux kit.

The graphics are fuzzy and indistinct. The muffled voice samples sound like they were recorded on a bad connection over a long distance phone line. With Tiger Woods 2003 offering everything from arcade ease of use to hardcore sim challenge, there's no way in the world Go Go Golf can survive. ☐ Martin Kitts

### GO GO GOLF

#### Why we'd buy it:

- It's easy to play. Stupidly easy

#### Why we'd leave it:

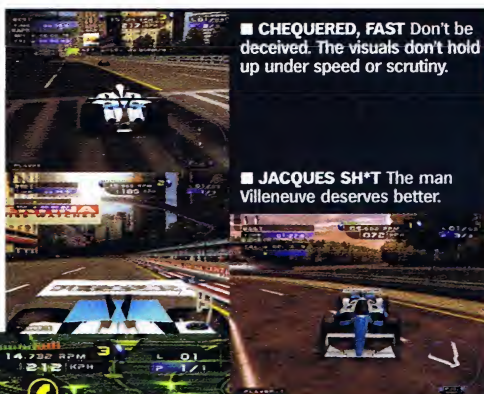
- It's not a proper game

Graphics   
Sound   
Gameplay   
Life span

That this game even exists shows how far PS2 has penetrated the non-gaming market.

**01**

**OFFICIAL VERDICT**



**JACQUES SH\*T** The man Villeneuve deserves better.

PUBLISHER: UBI SOFT  
DEVELOPER: UBI SOFT  
PRICE: \$79.95  
PLAYERS: 1-2  
OUT: NOW  
WEBSITE: WWW.SPEEDCHALLENGE.LEAGUE.COM/HOME  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO



## SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION

Racing Vision? Waking nightmare more like.

Hang on. Isn't the point of setting a game in 'the future' that you get to improve on our messy and mundane present, not turn it into a lumpy pain in the ass? Despite having F1 driver Villeneuve on board as a technical advisor, Speed Challenge seems to pretty much ignore his actual experience, opting instead to embrace his 'vision'. And so we pop into the year 2027, where competitors race 'remote control' style from virtual pods - which is also how we imagine this title was developed.

Load the disc and you get an extensive range of gameplay modes rendered nigh-on irrelevant by clichéd track design (Paris track with Eiffel Tower, India with Taj Mahal, etc) and frustratingly wayward handling. Select a course with anything other than gentle corners and you'll spend your time intermittently jamming your finger on either the accelerator or the brake. To put it another way, there's no room for skilful finesse at the wheel when the real obstacle to victory is your own vehicle.

You can change your car's setup, alter the weather and choose from a series of themed challenges based on course length, geography and imposed handicaps like oversteer and understeer. But you're unlikely to care. PS2 is blessed with a stack of quality racing games, and when you can pick up a copy of GT3 for less than this woeful underachiever, there's no room for Speed Challenge on your shopping list. ☐ Paul Fitzpatrick

### SPEED CHALLENGE

#### Why we'd buy it:

- We were distracted while reaching for another game

#### Why we'd leave it:

- Where do we start?

Graphics   
Sound   
Gameplay   
Life span

There are so many better racing games out there. Not even the budget price can save this one. A pity.

**02**

**OFFICIAL VERDICT**



**DVD  
OF THE  
MONTH**



■ **LIQUID LUNCH** An eager zomboid chin deep in its own drool.



■ **AXE ME THAT AGAIN!** Try telling Milla Jovovich her career's on the wane.

# Resident Evil

The big screen debut for Capcom's sinister survival horror.

**FILM:** It's post-modernism gone mad: a game inspired by B-movie zombie flicks, itself turned into a B-movie zombie flick. Media lecturers must be wetting their chinos with sheer delight. But while *Resident Evil* the movie might be a gold mine for film buffs, as a film it's the very definition of average.

Anyone who's played a *Resi* game will be instantly at home here. The giant multi-national Umbrella Corporation is secretly conducting illegal genetic experiments in an underground complex called The Hive. The T-virus gets loose. The computer activates its lock-down system to stop the virus escaping to the outside world. Meanwhile, the hundreds of Hive workers are poisoned to death and resurrected as ravenous zombies. Enter an Umbrella task force, which includes sexy kickass heroine Milla Jovovich, and it's a recipe for slaving undead carnage.

The fact that this setup never bursts into zombified life is, ironically, because Writer/Director Paul 'Mortal Kombat' Anderson sticks too closely to the original game structure – plot revelation followed by action set-piece, repeat ad infinitum. Throw in all the usual suspects – door codes, statues, grainy flashbacks, hellhounds, dodgy dialogue – and you've got an exact copy of the games without the interaction. Sure, it's entertaining enough, but if you want a zombie-fest with a better plot, characters and action just go and play *Code: Veronica X*. **6/10**

**EXTRAS:** A lively group commentary with Director Paul W.S. Anderson, Producer Jeremy Bolt and actors Milla Jovovich and Michelle Rodriguez. Featurettes on costume and set design, a glimpse at the gruesome zombie makeup tests, and a chat with goth metal merchant Marilyn Manson about the film's score. Finally, there's a half-decent Making Of (see Extra! Extra!). **6/10**

**VERDICT:** A faithful translation of the game series that can't match the thrill of controlling the events yourself. □ LH



**Director**  
Paul W.S. Anderson  
**Starring** Milla Jovovich, Michelle Rodriguez, Eric Mabius, James Purefoy, Colin Salmon  
**Distributor** Buena Vista  
**Out Now**  
**Price** \$34.95  
**Extras** Cast and crew commentary, Making Of documentary, Scoring Resident Evil, Set Design and Costumes featurettes, Zombie Camera Tests, Theatrical trailer.



■ **DISHING OUT SOME GUNSHIMENT** The blurred gun proved difficult to aim.

## EXTRA! EXTRA!

*Resident Evil's Making Of* featurette is standard fare – sneak peeks of the film intercut with behind-the-scenes footage and interview gibber with the cast and crew – but it does offer something you'll rarely see on DVD extras: famous people talking about videogames. Fair enough, their analysis of the *Resi* games ain't going to put *OPS2* out of a job, but it's interesting to hear why they braved the career minefield that is the videogame movie.



**Paul W.S. Anderson**

"I played *Resident Evil* and I was playing *Resident Evil 2*, and it just got to the point where I loved the game so much I thought, this is fantastic, someone has to make this into a movie. It has a real brooding, suspenseful atmosphere that translates very well into a movie."



**Milla Jovovich**

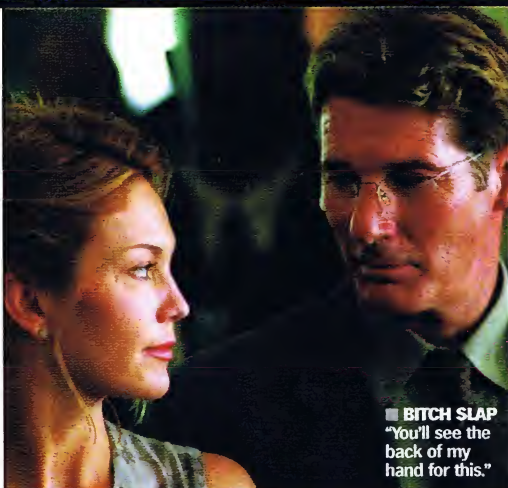
"I love the feeling of stillness about it; how it's just empty and then you'll turn the corner and suddenly be attacked by all these zombies. It's so interesting and so fun and exciting and tense. Don't play it at home alone at night."



# dvdreviews

DVD CONTRIBUTORS: LEE HART

Recommended viewing for your PlayStation 2 cinema system.



■ **BITCH SLAP**  
"You'll see the back of my hand for this."

## Unfaithful

Director Adrian Lyne/Starring Diane Lane, Richard Gere, Olivier Martinez, Erik Per Sullivan, Chad Lowe/Distributor Fox/Out Now/Price \$34.95



**FILM:** With a raised eyebrow and a squirt of Blue Stratos, Adrian 'Fatal Attraction' Lyne swaggers back into the world of illicit sexual affairs, but this time it's from the female perspective. Happily married to Richard Gere and mother to a jolly jug-eared child, Diane Lane nevertheless goes sex potty after meeting brooding hunk Olivier

Martinez (Kylie's current squeeze). Gult, deceit, muscles, murder, rumpy-pumpy, blue jumpers – they're all here. Unfortunately, any semblance of suspense or intelligence isn't. **4/10**

**EXTRAS:** A quality selection includes two commentaries, deleted scenes and a Making Of featurette, plus in-depth interviews with Lane, Gere, Martinez, Lyne and Editor, Anne Coates. **7/10**

**VERDICT:** Mediocre, seen-it-all-before infidelity drama. □ LH



■ **TEA LEAF** "Winona, have you seen my lavender Dolce & Gabbana jacket?"

## Mr Deeds

Director Steven Brill/Starring Adam Sandler, Winona Ryder, John Turturro, Steve Buscemi/Distributor Columbia TriStar/Out Now/Price \$36.95



**FILM:** A quiet man from Hicksville USA, Longfellow Deeds (Adam Sandler) has to cope with a move to The Big City and the attentions of undercover reporter Babe Bennett (Winona Ryder) when he inherits \$40 billion. Cue a load of tired fish-out-of-water gags and a 'wouldn't life be better if we were all small-town thickies' message that'll have you reaching for the nearest sick bag. But for the supporting turns by reliable scene-stealers John Turturro and Steve Buscemi, there wouldn't be any laughs here at all. **4/10**

**EXTRAS:** Commentary by Director Steven Brill and Writer Tim Herlihy, three production featurettes and deleted scenes. **5/10**

**VERDICT:** Adam Sandler remakes the Frank Capra classic *Mr Deeds Goes To Town* but forgets to include the comedy. □ LH



## Monster's Ball

Director Marc Forster/Starring Billy Bob Thornton, Halle Berry, Heath Ledger, Peter Boyle/Distributor Columbia TriStar/Out Now/Price \$24.95



**FILM:** A ponderous, low-key drama about the relationship between death row guard Billy Bob Thornton and death row widow Halle Berry, set in a racist mid-West town. On paper it seems like a recipe for worthy tedlum, but up on screen it's a remarkably affecting study of the human spirit.

The performances from Thornton and the Oscar-winning Berry will stay with you long after the final credits. **8/10**

**EXTRAS:** The pick of the two commentaries features Director Marc Forster, Halle Berry and a droll Billy Bob Thornton. There's a behind-the-scenes look at the scoring of the film, deleted scenes and outtakes of Billy Bob trying to distract his co-stars. **6/10**

**VERDICT:** An unsentimental yet painfully life-affirming tale of hope and redemption. Simple Friday night entertainment it isn't. □ LH



■ **STUMPED**  
Just who is the killer?

## Lantana

Director Ray Lawrence/Starring Anthony LaPaglia, Geoffrey Rush, Barbara Hershey/Distributor Fox/Out Now/Price: \$34.95



**FILM:** Clearly Influenced by Robert Altman's sprawling character studies (specifically *Short Cuts*), this Aussie drama revolves around four desperate families whose lives and relationships are ultimately connected by the disappearance of a woman. It's hard going at times but patience is rewarded by a beautifully observed, mature rumination on life, love and loss, held together by an exceptional ensemble cast. **8/10**

**EXTRAS:** A dry but informative commentary by the Director, Producer and Writer, plus a quality documentary that provides great insight into the themes and intentions of the film. **6/10**

**VERDICT:** Gripping and thought-provoking, star Anthony LaPaglia describes *Lantana* best: "It's about that moment in your life when you wake up and go 'How the hell did this become my life?'" □ LH



## DVDS YOU MUST OWN SUPERMAN THE MOVIE

Richard Donner's parable of truth, justice and Brando's wage packet is the superhero film. The re-mastered DVD includes deleted footage, excellent documentaries and screen tests of potential Lois Lanes. Equal parts epic and action (with a side order of cheese) you'll believe a man can fly.



■ **THREE'S COMPANY**  
Wolvere gets nasty with Cyclops.

## X-Men 1.5

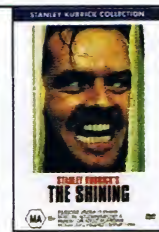
Director Bryan Singer/Starring Hugh Jackman, Ian McKellen, Patrick Stewart, Famke Janssen, Halle Berry/Distributor Fox/Out Now/Price \$24.95



**FILM:** Bryan 'The Usual Suspects' Singer performed that rare trick: turning a legendary comic book into a decent movie. An entertaining action romp that established the struggle between Professor Xavier's and Magneto's warring mutant factions, this new DVD release doesn't change the film one iota, but what it does add is a host of quality extras. **7/10**

**EXTRAS:** The original *X-Men* DVD was virtually bare bones, this chucks in six deleted scenes (that can be branched into the movie), a commentary by Director Bryan Singer, and two hours of new documentaries. The highlight is the *Production Scrapbook* video diary which follows the film through the entire shoot. **8/10**

**VERDICT:** Rammed with hours of in-depth extras, serious *X-Men* aficionados have finally got the DVD they wanted. □ LH



## DVDS YOU MUST OWN THE SHINING

Setting up the most bleak situation imaginable – an empty hotel in the isolated snowed-in Canadian backwoods – hell breaks loose as the caretaker takes a knife to his wife and psychic son. A performance never bettered by Nicholson. Some truly unsettling imagery... we soil the couch every single time.



# postal

This month we talk about Silent Hill 3, the differences between demos and final games and retro gaming.

THE LETTERS ARE FLOODING IN NOW SO KEEP THEM COMING! IF YOU HAVE SOMETHING TO ASK OR SAY, WRITE TO US AT OPS2@DERWENTHOWARD.COM.AU OR SEND SNAIL MAIL TO OPS2, DERWENT HOWARD PTY. LTD, PO BOX 1037, BONDI JUNCTION, NSW 1355. THE WINNER OF THE STAR LETTER EACH ISSUE GETS A GAME - A GOOD GAME - OF OUR CHOOSING. JUST REMEMBER: WE WANT INTELLIGENT, INFORMED LETTERS THAT DON'T ALL TALK ABOUT THE SAME THING. NO FLAMING, NO 'MY CONSOLE'S BETTER THAN YOURS' STUFF, NO 'WHEN IS GAME XXX OUT?' ETC. AND FOR MERCY'S SAKE, USE THE SPELLCHECKER IF YOU SEND YOUR LETTER BY EMAIL - THEN WE MIGHT, TOO. WE RESERVE THE RIGHT TO TRUNCATE, HACK AND SLASH YOUR LETTER SEEMINGLY AT RANDOM.



## STAR LETTER

### SCARE IN THE COMMUNITY

As a big fan of survival horror games I was just wondering if anyone else out there is suffering from 'scare' withdrawal? Don't get me wrong, I have enjoyed recent releases on PS2 - *Code Veronica* was entertaining, *Silent Hill 2* disturbing, and *Project Zero* eerie - but either I've become desensitised or that edge-of-your-seat factor just isn't there any more.

Game designers seem to prefer over-the-top plot twists every five minutes, flashy cinematic footage taking up a third of the game, and obscure lengthy puzzles that need to be solved just to get through a door. *Code Veronica* was technically impressive and fun to play, but was it scary? No.

So game designers, consider this: cut-scenes should be brief and add atmosphere, not leave you feeling like you are at the cinema. A simple zombie lurching

at you from around a corner is far more effective than a 30-foot blob of radioactive mess that will take 20 minutes to kill.

My most wanted game at the moment is *Silent Hill 3*. Here's hoping it will be a 'complete gibbering wreck with no nails left, sitting in a pair of soiled pants by the time the closing credits roll' experience.

**Richard Labbett, via email**

*Richard, I think you speak for a nation when you hope that Silent Hill 3 will leave you with icky undies. Survival horror game designers have to strike a careful balance between sudden, visceral shocks and maintaining the overall atmosphere of fear, confusion and the possibility that some horrific mutant beast might be lurking around the next corner. Turn to our exclusive review on page 62 and check out next issue's demo to find out if SH3 has pulled it off.*

## SILENT HILL 3



### SPLINTER SINNER

The back of OPS2 13's demo DVD box claimed the *Splinter Cell* demo was an entire level. I hope it was only the first objective, or a 20-level game will be over in three hours! Why is the frame rate so slow? Why, when in Gun mode (even holding a pistol!) does Sam move as if he has a missile launcher on his shoulder? And why only six bad guys in a whole level?

What is the problem with Ubi Soft? Okay, the shadows are great, but are they worth \$100? The novelty will wear off after

two levels! It looks to me like yet another second-rate port of an Ubi Soft/Clancy game. We should boycott the damn firm; *Sum Of All Fears* was appalling drivel, and *Ghost Recon* is not much better.

Do not give Ubi Soft your cash! They are taking us for mugs. It has only cost them two weeks' wages for two blokes to translate the code and 50 cents per disc, while they rake in thousands. They're laughing at us all the way to the bank.  
**Gav H, via email**

Give people an exclusive early play of one of the year's best games and still they have a sook! *Splinter Cell* on PS2 is not a port of the Xbox game - both versions were developed simultaneously, so any fears that PS2 owners are in some way losing out or being ripped-off is unfounded, plus we've even got the extra Power Plant level. Of course, there are few enemies, slow movements and lots of shadow! That's the whole point of the game! It's realistic stealth, not Rambo!



### RETRO-VISION

Why is everyone so down on Retro games? Sure, retro games will never compare to the standards set by the current generation of gaming. But great graphics and fantastic sounds alone do not make a great game.

More respect is needed for the retro gaming community; these are the people who appreciate the history of gaming. Do people think that cinema classics like *Citizen Kane*, *King Kong* and *Casablanca* aren't as good as more recent movies like *Collateral Damage* and *Tomb Raider* just because they're in black and white? Rejecting classics is like rejecting The Beatles and The Stones in favour of recent pop acts like Britney Spears and N-Synch. It's just stupid!

**Gavin Lee Davies, via email**

As we glance up from playing Horace Goes Dizzy: Elite Pong on our Sinclair Intelliflex, we remember to remind you all that the controversial opinions of some readers are not necessarily those of Official PlayStation 2 Magazine.

### OFF THE AIR (SLIGHT RETURN)

Judging by your current release schedule you are unaware that the Konami RPG *Suikoden III* is not getting an Australian

release. As you may have guessed I'm a big fan of the series so I and many others are in the process of trying to reverse Konami's somewhat bizarre decision concerning the game. It has been receiving rave reviews in the US and this has, rather obviously, strengthened my resolve.

I thought you might be able to help in this mini crusade. I'm sure you have contacts at Konami, and perhaps if you whispered the right thing in the right ear, circumstances might just change? I should also take this opportunity to draw your attention to the online petition concerning the subject, which can be found at: [www.petitiononline.com/108/petition.html](http://www.petitiononline.com/108/petition.html).  
**Samuel Burgoyne, via email**

Here's the problem. Most videogame companies divide their worldwide operations into three main territories: Japan, North America and Europe, and we get lumped in with Europe. Translating an RPG such as *Suikoden III* from Japan to North America is relatively straightforward since it requires only one translation (into English) and both territories use the NTSC system. For niche games (which, let's face it, includes all RPGs bar *Final Fantasy*), an Australian release means a Europe-wide release, and that's perceived as a problem because the translation costs combined with conversion to Europe and Australia's PAL system may well outweigh the potential sales profits. Harsh economics, but hey, economics make the world go 'round. *Suikoden III* is still on Konami's release schedule as 'TBC' but insiders concede that its appearance on local shop shelves is unlikely. However, OPS2 will always try to make the case for quality games getting a local release, so the campaign continues!

### HOW DO YOU PLAY YOURS?

I realise this may seem like a bit of stupid question but I have always wondered, how does OPS2 play its games? Do you all clamber around a huge TV set with a few beers, or do you play them through a PC monitor?  
**Kieran Klein, via email**

Wrong on both counts Kieran. We play our games on a state-of-the-art 48-inch plasma screen with cinema quality surround sound, while reclining on an antique chaise longue and being fed grapes by provocatively-clothed Swedish babes. Not really, we enter a dank cupboard that reeks distinctly of men and socks, only to find that the TV screen is coated in a thick layer of grime and someone's pinched all the official *Dual Shock 2* pads. Grrr.



# **Finding computer gaming magazines hard to swallow?**



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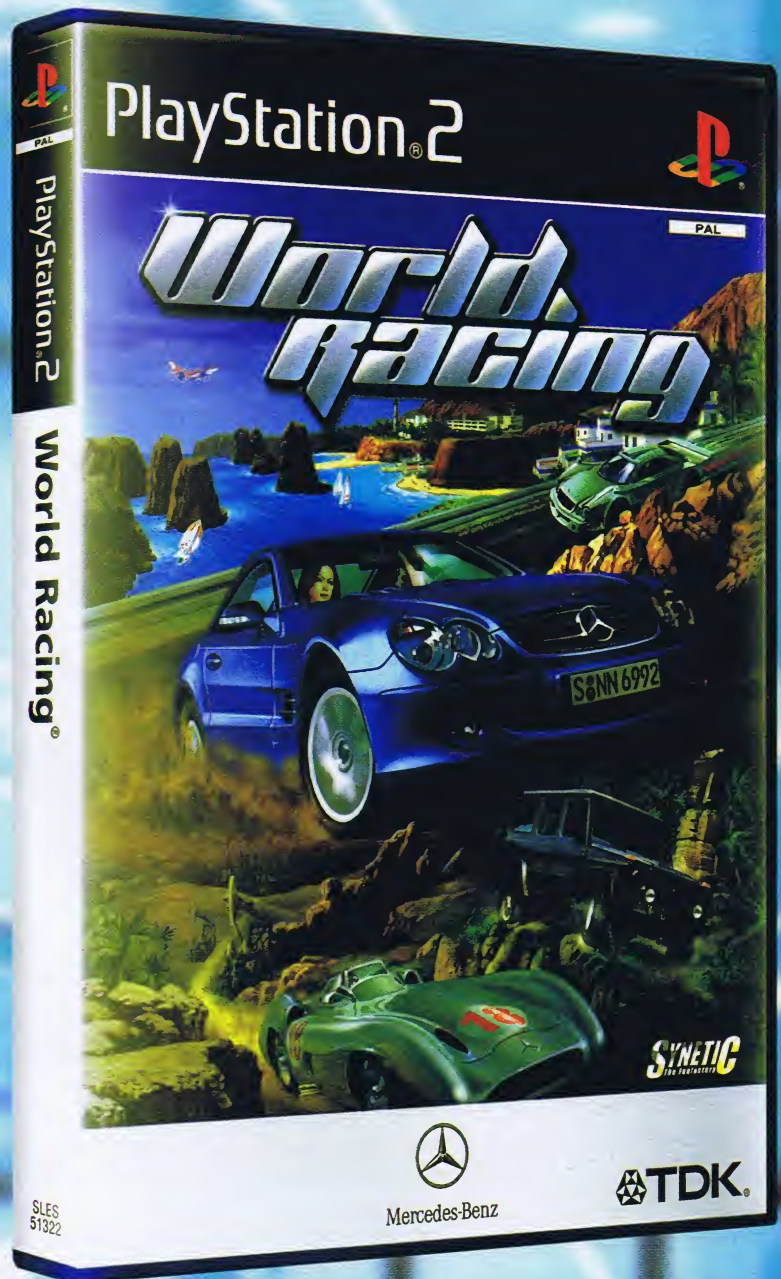


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# HARDCORE

Tips, tricks, cheats and challenges courtesy of Official Tips Mag!



Are you ready to spill some blood? Of course you are, and with our fantastic tips we can ensure that you won't get knocked out in the first round of *Mortal Kombat: Deadly Alliance* or *Legends of Wrestling II*. If you fancy being a bit of a hero, follow the expert tips in our massive *Devil May Cry 2* guide.

Richie Young

Richie Young, Official Tips Guru

## IN HARDCORE THIS MONTH

084	MORTAL KOMBAT: DEADLY ALLIANCE	TIPS
086	DEVIL MAY CRY 2	GUIDE
090	TOM CLANCY'S SPLINTER CELL	CHEATS
090	TENCHU: WRATH OF HEAVEN	CHEATS
090	LEGENDS OF WRESTLING II	CHEATS
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There's a whole magazine of tips on the shelves now!

## KRUNCH TIME

# MORTAL KOMBAT: DEADLY ALLIANCE

Get the best out of those offence and defence moves. Come play with us... If you've got the guts!

## KOMBAT TIPS



■ **SWEET SIXTEEN** And she looks so innocent in that beret and jodhpur get-up.

**You stand a better chance of surviving the carnage with these top tips.**

### 3D OR NOT 3D

*Mortal Kombat* finally makes it into proper 3D, which means sidestepping! Holding **↑** or **↓** allows you to change your angle of attack, and possibly get a jump on a confused foe.

### GET STUCK IN

If you are controlling one of the characters who can impale their weapons into the enemy using **□**, do it! This drains their health.

### THIRD TIME LUCKY

With three styles available to every character, don't be lazy. Mix it up, vary between slow and fast, combos and quick single hits.

### WALL TO WALL

You can't knock anyone out of the ring in *MK:DA*, but battering them up against the barrier will do extra damage.

### KONQUEST

It takes a while to finish Konquest Mode with every character (with 11 secret ones in addition to the normal 12) but not only will it help you master the characters, you'll earn koinos, too.

### FINISH HIM/HER/IT!

Fatalities are *Mortal Kombat*'s biggest draw, and while each character only has one to perform, you can make them easier. Press **□** after the command, and your stance will lock, making it easier to input the buttons.



## MORTAL KOMBAT: DEADLY ALLIANCE

■ PLAYERS 1-2  
■ MEMORY CARD SPACE 71KB  
■ DIFFICULTY MODERATE  
■ COMPLETION TIME ONE WEEK  
■ REVIEWED OPS2#11

## VERDICT

"An individual and spectacular game, only held back by its specialist appeal and lack of a story with any real depth."

Graphics **08** Overall **08**  
Sound **07**  
Gameplay **08**  
Life span **07**



## OFFENCE

Here's our handy three-point guide to avoiding those hard and fast attacks.

### 1. MIX AND MATCH

Remember what your fast/slow attacks/styles are, and only use the slower ones when your opponent is stunned, or at a similar disadvantage. It's tempting to memorise a few effective combos in just one of your favourite character's three styles and rely heavily on those for victory. This works fine on Easy difficulty, in Arcade, but a half decent human opponent will spot the pattern and exploit it within a few minutes. Not only will frequent, tactical switches of style force your opponent to re-evaluate their own strategy, but it will ensure that you take advantage of your scrapper's full move list.


### 2. MORTAL KEBAB



If you can impale, do so, it's the easiest way to win. Make sure you don't rely on weapon combos to win matches, because your sword (or whatever) will be rammed in someone's gut at the time. A good time for an attempted skewering is as they are recovering from being knocked down – while they recover from a slow move (just after you've blocked a missile attack, for example) or simply when they aren't expecting it.

### 3. CHOOSE YOUR MOMENT

The best route to gory victory is to memorise a particularly long and brutal combo, the Style Branch combos being an excellent start, and use it when they've got little or no chance of blocking. This might be because they are recovering from an attack, because they're in the air or, best of all, because you've stunned them temporarily. A number of moves do this, both normal (like Shang Tsung's Snake-style moves) and special (like Scorpion's famous Spear). If you try launching into your combo without judging the timing carefully, all a skilled opponent has to do is block, duck or sidestep one of the strikes and you'll be in trouble.

## DEFENCE

You have four main defensive techniques at your disposal – blocking, sidestepping, evading and disrupting. Blocking is by far the easiest – simply hold down  and press down if a low attack comes your way. However, you'll still take a small amount of damage, and there's a surprisingly large number of moves that hit low but look as if they are hitting high – Frost's Ground Ice, and Scorpion's Summon Hellfire attacks both need to be blocked low, which isn't obvious and will catch novice players out time and again.

Sidestepping is probably the best one to master, since not only will you potentially avoid an attack altogether, but you will consequently find yourself in a much better offensive position. Holding  or  circles around your opponent, but depending on the nature of the attack they are making they might

easily still connect (ie, if it's a wide, sweeping, side-to-side move rather than a forward thrust) so careful judgement is needed. Bear in mind, too, that if you sidestep a long combo they'll probably leave the range of your normal attacks pretty quickly.





Evasion is simple – a quick double tap and you'll scoot backwards, out of the range of all but a scant few attacks. Of course, this won't work if you're cornered, and if you make a habit out of it, expect more than a couple of fireballs flung in your general direction.

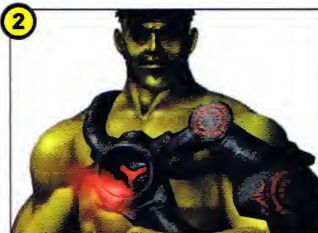
Disrupting an attack involves snapping out a fast move while your opponent attempts a combo, and is an inherently risky proposition, best saved for emergency, one-more-hit-and-I'm-dead moments. Only advanced players will be able to choose the precise moment and attack necessary to disrupt a combo in full flow.

## SECRET CHARACTERS

There are actually more secret and bonus characters than initially available characters in the game. If you can't afford them, don't worry. Go into Options, Game Options, then set the difficulty to Easy, two rounds to win, and Mini Games every three rounds. Now just play as long as you can, and rack up the Koins.



**NITARA**  
Status: Vampire  
Alignment: Neutral  
Weight: She wouldn't reveal it to us  
Wingspan: 6'6"  
Fight Styles: Leopard, Fu Jow Pal, Kama  
Koffin: TL  
Cost: 4022 Gold Koins  
Fatality: , , , 



**HSU HAO**  
Status: Red Dragon  
Alignment: Evil  
Weight: 220lb  
Height: 6'1"  
Fight Styles: Shual Chiao, Wrestling, Sun-Moon  
Koffin: MW  
Cost: 3317 Jade Koins  
Fatality: , , , 



**RAIDEN**  
Status: Thunder God  
Alignment: Good  
Weight: 230lb  
Height: 7'0"  
Fight Styles: Nan Chuan, Jujutsu, Staff  
Koffin: XG  
Cost: 3116 Jade Koins  
Fatality: , , , 



**REPTILE**  
Status: Warrior  
Alignment: Evil  
Weight: 189lb  
Height: 6'0"  
Fight Styles: Hung Gar, Crab, Kirehashi  
Koffin: LL  
Cost: 3822 Gold Koins  
Fatality: , , , 



**DRAHMIN**  
Status: Oni Demon  
Alignment: Evil  
Weight: Pretty damn heavy  
Height: Pretty damn tall  
Fight Styles: Netherrealm, Oni, Iron Club  
Koffin: UR  
Cost: 6500 Sapphire Koins  
Fatality: , , , 



**FROST**  
Status: Lin Kuei  
Alignment: Unknown  
Weight: 120lb  
Height: 5'8"  
Fight Styles: Tong Bei, Yuan Tang, Daggers  
Koffin: IV  
Cost: 208 Ruby Koins  
Fatality: , , , , 



**JAX BRIGGS**  
Status: Special Forces  
Alignment: Good  
Weight: 350lb  
Height: 6'8"  
Fight Styles: Muay Thai, Judo, Tonfa  
Koffin: SA  
Cost: 3780 Ruby Koins  
Fatality: , , , , 



**KITANA**  
Status: Princess  
Alignment: Good  
Weight: 128lb  
Height: 5'9"  
Fight Styles: Eagle Claw, Ba Gwa, Steel Fans  
Koffin: KI  
Cost: 2931 Sapphire Koins  
Fatality: , , , , 



**CYRAX**  
Status: Special Forces  
Alignment: Good  
Weight: 650lb  
Height: 5'11"  
Fight Styles: Ninjitsu, Sambo, Pulse Blade  
Koffin: CN  
Cost: 3003 Platinum Koins  
Fatality: , , , 

## BONUS CHARACTERS

The last two characters are unusual in that they have no weapon style, and borrow their martial arts styles from the main crew. Sadly, they don't have fatalities, but they do have their own special moves:



**BLAZE**  
Status: On fire  
Alignment: We're not sure, to be honest  
Weight: Anyone's guess  
Height: Looks about six foot  
Fight Styles: Hapkido, Jeet Kune Do, Xing Yi  
Koffin: PN  
Cost: 684 Onyx Koins



**MOKAP**  
Status: Covered in ping pong balls  
Alignment: Well, he's Johnny Cage's mate  
Weight: Fairly buffed up, like the rest of the fighters  
Height: Again, he's got to be at least six foot  
Fight Styles: Karate, Tai Chi, Tae Kwon Do  
Koffin: YP  
Cost: 511 Gold Koins



# DEVIL MAY CRY 2

More demonic-duelling with the devil's descendant – and this time he's brought a mate.

## MISSION 1



### 'S' RANK CONDITIONS

**Clear time:** Less than 8:31 mins

**Orbs:** More than 2999

**Stylish average:** Score 3 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** One **Blue Orbs/Fragments:** 0/3

Start by smashing the nearby statues to get the Red Orbs inside, then head down the small passage to the right of your starting position. On your way, go inside the flag tower and get the large Red Orb before continuing down the hill. When you come to the gate, jump over, then up onto the large head carved into the rock face to find secret Red Orbs. Continue to the archway, then jump up to get the Blue Orb Fragment high up in the middle.

When you get to the bottom of the hill, keep walking until a cut-scene is triggered. Fight the pack of Agonofinis, then walk up to the large door at the end of the street and press **○** to enter the Secret Room. When you emerge

back on the street, take the left-hand road and keep going until you come to a building blocking your path. Jump over this building, then examine the door on the opposite side to be warped off to another Secret Room – this one has a Blue Orb Fragment on offer once

you dispose of all the adversaries. When you reappear back on the street, follow it up and around (grabbing the various Red Orbs from the rooftops and killing all the creatures) until you come to a Time Statue.

Just beyond this statue is a waterway. Jump into it for a Blue Orb Fragment, then jump up through the portcullis (indicated by the Red Orb) and kill all the enemies to get the Gate Key. Use this key to open the portcullis and head through, continuing down to the door. When you emerge on the other side, search the street and rooftops (smash the chimneys) for Red Orbs, then take the narrow path at the far end of the village to finish the mission.

## MISSION 2



### 'S' RANK CONDITIONS

**Clear time:** Less than 6:31 mins

**Orbs:** More than 2999

**Stylish average:** Score 1 'Show Time!' combo

**Damage:** None

**Item used:** None

**Secret rooms:** Two **Blue Orbs/Fragments:** 0/2

Walk down the hallway and destroy the large mask with your sword before heading down the steps. Once in the lower area, break the next mask and get the Red Orb, then kill the enemies and head around the corner to the next mask. Break it open and attack the Red Orb Generator for extra currency, then examine the coffin on the back wall to be warped to the next Secret Room.

Continue down the passage and break open the next mask to open up the wall before killing the bats and breaking the next mask. Walk over the newly-opened area in the top-left and fall through the floor to get Red Orbs and a Blue Orb from the pit, then jump back out and go through the large door. Search the door on the far side, then stand on the glowing square in the centre of the room. As the floor structure changes, you must destroy eight spheres to open the door.

Once through the door, go round the corner and kill all the Pyromancers in the pit, then smash the mask to get a Blue Orb Fragment. Head back to the main hall, go through the right side and break the mask. Head back towards the entrance, killing the bats and break the mask. Go to the opposite side of the area and kill the Pyromancers, then break the mask to open the door. Examine the coffin to the left of the Red Orb to find a Secret Room with a Blue Orb Fragment inside, then head down the hall and through

**■ STAY ON TARGET** It can be tricky targeting one enemy among a marauding pack.



## NAVIGATING ORB-IT

**Save yourself from Orblivion by collecting as many of these as you can.**

**Red:** Used as a currency to buy items and upgrade the power of your weapons.

**Green:** This is the holy Orb that restores some of your character's health when injured in combat.

**Gold:** This is the sacred Orb that resurrects you from the dead once all your health has run out.

**Blue:** These come as fragments (collect four) or complete Orbs and extend your health bar.

**White:** These refill your Devil Trigger gauge. They usually only appear after bosses or in Secret Rooms.

the door. Kill all the Agonofinis and Pyromancers and get ready to fight the first boss of the game – the Goatlings!

**Boss strategy:** These demonic goats can spit fireballs at you, flip-kick you or swipe with their claws. The easiest way to kill them is by double jumping and swiping them in the air with your sword. They'll fall to the ground, so follow up with rapid sword combos. They don't have much life, but will soon become a regular foe, so get used to killing them now! Once you have defeated them, you will get the Aerial Heart. Immediately put it to good use and fly up through the opening to complete the stage.

## MISSION 3



### 'S' RANK CONDITIONS

**Clear time:** Less than 8:31 mins

**Orbs:** More than 4499

**Stylish average:** Score 5 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** One **Blue Orbs/Fragments:** 0/1

Walk up the street and continue backwards to the dead-end and jump up on the large pillars for secret Red Orbs. Search the balcony for a Blue Orb Fragment. Continue down the main street, killing all enemies. After the cut-scene, roll down the hill evading the fire pillars and killing the Goatling activating them. You can now go back up the hill and grab any Red Orbs you missed in your haste. On the right side of the street, about half-way down the hill, there's a door that you can enter for a Secret Room.

When you're done there, go through the large door (the one with the Red Orb above it) at the bottom of the hill that leads to the station. You now meet another bad boss.

**Boss strategy:** This Orangguerra attacks in many ways. It may roll into a ball and spin at you, grab you, swing its arms at you or spit energy balls at you. Use the pillars to shield you from its attacks and use your pistols to chip away at its energy when it's far away. When it falls to the ground, get in close with a sword combo and then retreat to a safe distance when it recovers. If you take a beating, there are small Green Orbs scattered in the far corners. When you're done, take the Station Key, go through the main door, then through the nearby door to end the stage.

## MISSION 4



### 'S' RANK CONDITIONS

**Clear time:** Less than 9:31 mins

**Orbs:** More than 4999

**Stylish average:** Score 7 'Show Time!' combos

**Damage:** None

**Item used:** None

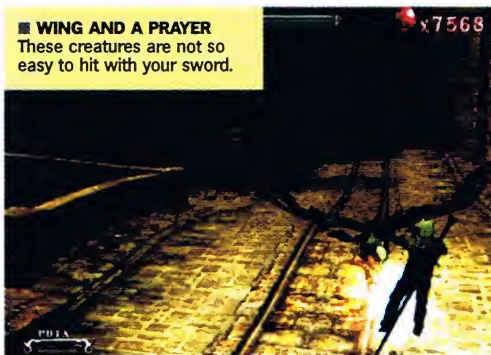
**Secret rooms:** One **Blue Orbs/Fragments:** 1/2

Run up the street to find a Secret Room (containing a Blue Orb Fragment) in the first door on your left. Continue down the street and jump up on the ornamental carvings on the wall for a large Red Orb. Get the other Red Orb in front of the large door at the top of the hill, then proceed down the slope. Jump up on the stone blocks either side of the hill to find various Red Orbs and a Blue Orb, then kill all the enemies and break the boards in front of the door. On the left-side of the cliff, jump up on the thin



## WING AND A PRAYER

These creatures are not so easy to hit with your sword.



ledges to find a Blue Orb Fragment at the top, then follow the docks back on yourself for a Red Orb Generator.

Search the door behind the generator for a Secret Room.

Go through the door at the far end of the docks (with the trigger orb outside) kill all the enemies inside, then go through the door at the top of the stairs. Jump up to get the Gold Orb then take the Quick Heart. Leave this area and head back out to the docks. Activate the trigger Orb, then utilise your Quick Heart to dash back to the gate along the waterfront before it closes. Get the Red Orbs in this area (including one hidden up high behind the gate) then go through the door to meet another boss.

**Boss strategy:** Jokatgum is one of the hardest bosses in the game and will swipe you with its tentacles or spit poison at you. Jump its tentacles and use your guns to destroy one of them. When one tentacle is down, get in close and attack its head, utilising your Devil Trigger to speed up the process. When its tentacle regrows, retreat and repeat the process. It has a lot of energy, so defeating it takes time. Once it's defeated, go to the doorway that opens and take the Shotgun to end the mission.

## MISSION 5

### 'S' RANK CONDITIONS

**Clear time:** Less than 11:31 mins

**Orbs:** More than 5999

**Stylish average:** 11 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** Three **Blue Orbs/Fragments:** 1/3

Move forward until you become penned in, then kill the two devil dogs and continue up the slope leading out of the tunnel (jump up over the entrance to get a secret Red Orb). When you get to the top of the ramp, kill the various enemies and search the door to the right of the highway for a Secret Room (containing a Blue Orb Fragment). Now head down the tunnel indicated by the Red Orbs.

When you emerge, take out the various enemies and go through the second door on the right after the bridge to find another Secret Room. Then jump over the burning 18-wheeler to the next area. After the cut-scene you'll have to contend with three possessed tanks. The easiest way to dispose of them is by jumping on top and hacking the turrets with your sword. The door beside the first tank will take you to a Secret Room containing a Blue Orb Fragment. When you re-emerge, run back towards the burning truck you jumped over to access this area and jump over the wall with the Red Orb above it. In this concealed area behind you'll obtain the Offence Heart.

Jump back over the wall and up the slope where one of the tanks was situated. When you get to the top, you'll see another Blue Orb Fragment. Get that, then head up the street where the last tank was to fight another boss.

**Boss strategy:** This infected Chopper boss is a doddle. Ensure that you have your Shotgun equipped then keep double jumping and shooting at it. If it deploys missiles, drop down to the ground and evade them. Easy. Once its energy drops to a certain level, it will flee.

Head through the fire into the building and up the stairs. Use the platforms and double-jump up to meet the chopper again – the strategy this time is a lot more straightforward. Stand behind the banister and keep blasting it with your Shotgun. Its missiles can't get over

## COMBO ATTACKS

Get the best ratings going with this selection of Dante's moves!

### SWORD ATTACKS

Stinger: (Hold **□**) → + **△**

High Time: (Hold **□**) ← + **△**

Spinning slash: **△**, **△** (pause) **△**, **△**

3-hit combo: ← + **△**, **△**, **△**

4-hit combo: **△**, **△**, **△**, **△**

5-hit combo: **△**, **△**, **△**, **△**, **△**

6-hit combo: **△**, **△**, **△**, **△**, **△**, **△**

Jump attack: (whilst in air) **△**, **△**, **△**

Shoulder slam: (as you land) (hold **□**) → + **△**

Slash uppercut: **△**, **△**, **△**, →, ←, **△**, **△**

### HIGH TIME VARIATIONS

Perform a standard High Time and mix up the button combinations to perform the following variations:

High Time #1: Keep **△** held down, release **□**

High Time #2: Release **△** and press it at the peak of your jump, then release **□** and press **△** again

High Time #3: Hold **△** and keep **□** held, then press **△**, **△**, **△**

High Time #4: Jump up with enemy and press **△**

### DT COMBOS IN LIGHTNING HEART

4-hit combo: **△**, **△**, **△**, **△**

Lightning stab: **△**, **△**, ←, **△**

Lightning slash (long): **△**, **△**, **△**, ←, **△**, **△**, **△** (quickly)

Lightning slash (short): **△**, **△**, **△**, ←, **△**

### DT COMBOS IN FLAME HEART

4-hit combo: **△**, **△**, **△**, **△**

Flame Stinger: → + **△**, **△**

Flamethrower: **△**, **△**, ←, **△**

Flame strike (long): **△**, **△**, **△**, ←, **△**, **△**, **△** (quickly)

Flame strike (short): **△**, **△**, **△**, ←, **△**

### DT COMBOS IN FROST HEART

3-hit combo (while running): **△**, **△**, **△**

4-hit combo: **△**, **△**, **△**, **△**

Downward slam (long): **△**, **△**, **△**, ←, **△**, **△**, **△** (quickly)

Downward slam (short): **△**, **△**, **△**, ←, **△**

### SHOTGUN COMBOS (HOLDING **□**)

Cartwheel shot: **△**, **□**

Spinning shotgun: **△**, **△**, **□**

Crouch shot: **△**, **△**, **△**, **□**

the banister, so if you stay there, you'll be perfectly safe. Continue jumping up on the platforms and exit through the doorway at the top. You'll now meet the infected Chopper for a third time, although this battle is optional. Stay near the doorway and keep blasting it with your Shotgun – the same goes for your next meeting! When missiles get close, just roll or double jump to evade them. Follow the Red Orbs over the edge of the building then double jump from the alley up onto the building highlighted in the cut-scene. Go around to the far side and jump into the gantry to drop down to the Blue Orb, then climb back up the building and follow the path. Head into the small doorway for the Gold Orb then scale the tower. At the top you'll meet the Chopper for the last time. It has loads of energy so the key is to wear it down slowly. Use pillars to evade its missiles then double jump and hit it with Shotgun fire when you get the opportunity.

## MISSION 6

### 'S' RANK CONDITIONS

**Clear time:** Less than 8:01 mins

**Orbs:** More than 999

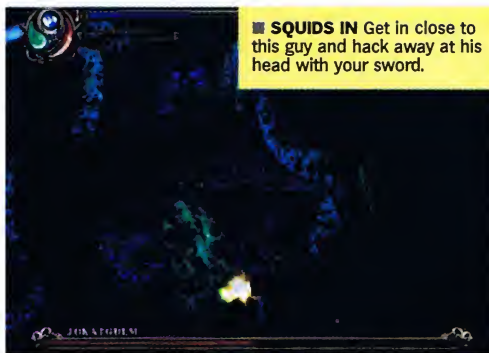
**Stylish average:** Score 9 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

Walk into the centre of the plaza and get ready for a hair-raising, yet not too-taxing boss encounter...

**Boss strategy:** This Nefasturris creature comes in three forms. For the first, jump over his electrical beam attacks and blast it with your Shotgun. When it transforms, it will cause damage if it catches you with its flailing arms, so strafe around to the side and blast it continuously with your Shotgun. For its final form, watch for when it flops down to the ground as a barrage of laser fire will follow. Dodge them by rolling round to the side and then get in close with your Sword. If it's floating then it may attack by



**SQUIDS IN** Get in close to this guy and hack away at his head with your sword.

either spitting electrical balls at you or deploying a laser attack, both can be avoided by rolling or jumping. Continue to use Shotgun and Sword attacks and you should be able to whittle down its energy quite easily.

## MISSION 7

### 'S' RANK CONDITIONS

**Clear time:** Less than 8:01 mins

**Orbs:** More than 3999

**Stylish average:** Score 9 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** Two **Blue Orbs/Fragments:** 0/1

Jump over the railings down to the central area and kill all enemies. Then head up the next staircase and to the pipe. Jump onto the pipe and slide down to the next area. Head to the lower area and dash behind the gas tanks for a Gold Orb, then up the steps and through the door.

Proceed down the spiral slope, go past the door at the bottom and enter the centre of the cylindrical area. Activate your Aerial Heart and fly up to the platform for a Flame Heart before dropping down and going through the door you passed. Kill the bats and jump down to the small ledge in the middle of the lava pit. Head through the door. Pick up the Vendetta sword and exit the room, then jump to the other side of the lava pit and search the wall of the lowest ledge for a Secret Room. Step onto the elevator and blast the bats. Kill any other enemies and enter the train. Dispose of the enemies here and head out through the next door. Jump up onto the support beams for some Red Orbs before heading through the next door.

Jump up onto the beams for more Red Orbs and destroy the crates for even more. Hop onto the elevator and dispose of the bats. When you reach the top, go through the door on the left to a Secret Room (with a Blue Orb Fragment). Head out the middle door to end the stage.

## MISSION 8

### 'S' RANK CONDITIONS

**Clear time:** Less than 3:01 mins

**Orbs:** More than 1599

**Stylish average:** Score 5 'Show Time!' combos

**Damage:** None **Item used:** None

**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

**Boss strategy:** This giant creature has several attacks. His fiery breath can be evaded by rolling to the side, as can his hammer swipe. When he charges, the best form of defence is to attack. His ring of fire can be double-jumped. Use the Shotgun and Vendetta sword to wear it down, switching to your Devil Trigger whenever it is charged up.



# HEART TO HEART

Devils have hearts too you know, and here's how to harness yours for extra powers...

HEART	DANTE LEVEL	LUCIA LEVEL	NOTES
Aerial.....	Mission 2.....	Mission 2.....	Allows your character to fly (press ⊗).
Aqua.....	N/A.....	Mission 7.....	Allows Lucia to swim faster.
Chrono.....	Mission 15.....	Mission 11.....	Freezes time when attacking with your melee weapons.
Electro.....	Default.....	Mission 5.....	Enables the character to do lightning attacks.
Flame.....	Mission 7.....	Mission 5.....	Enables the character to do flame attacks.
Frost.....	Mission 16.....	Default.....	Adds a frost elemental attack to your melee weapons.
Healing.....	Mission 11.....	Mission 3.....	Increases healing speed while in DT.
Offence.....	Mission 5.....	Mission 4.....	Increases damage and range of attacks.
Quick.....	Mission 4.....	Mission 8.....	Enables you to move quicker.

## MISSION 9

**'S' RANK CONDITIONS**  
**Clear time:** Less than 6:01 mins  
**Orbs:** More than 1999  
**Stylish average:** Score 19 'Show Time!' combos  
**Damage:** None **Item used:** None  
**Secret rooms:** None **Blue Orbs/Fragments:** 0/1

Go through the door and jump down the shaft to get the Red Orbs. Ignore the enemies and head down the tracks (you can get the Red Orbs from the dead-end tunnel on the left, but we advise saving time for the Blue Orb Fragment up ahead). Take the door in the right tunnel through to the lava pit room. Jump over the pit and head up through the door at the top of the stairs on the opposite side.

Head into the centre of the cylindrical structure and attack the Red Orb Generator, then head up the steep spiral slope and through the door at the top. Activate the three orb switches to restore power to the door on the top platform – all three switches are shown in the cut-scene, so simply go to each in turn and activate them. If you jump onto the spiral pipes that you originally entered this area by then you can get a Blue Orb Fragment (hold **△** to move cautiously along the narrow pipes). When you have unlocked the door at the top, go through it.

Jump down and avoid the enemies, then jump up to the door by the pipe. Enter the plane in the middle of the hangar, break the box on the right and get the Missile Launcher before exiting again. Head through the hole in the fan created by the plane to complete the stage.

## MISSION 10

**'S' RANK CONDITIONS**  
**Clear time:** Less than 5:01 mins  
**Orbs:** More than 3499  
**Stylish average:** Score 5 'Show Time!' combos  
**Damage:** None **Item used:** None  
**Secret rooms:** One **Blue Orbs/Fragments:** 0/1

When you start the stage, go right and head around the corner for a Blue Orb Fragment, then jump onto the second crumbled pillar for secret Red Orbs. Examine the pillar on the right (closest to the glowing door) with a burning skull torch on it to be warped to a Secret Room. Now there are two orb triggers that need to be activated to open the glowing door, both are opposite each other at



the far end of the room, about halfway down the central path. Once you have activated one, enable your Quick Heart and dash across the square to attack the next. If both are activated together then the door will open, if not you'll have to try again and be quicker this time!

When the door opens, go and swipe at the orb and then walk towards the hole that opens in the centre of the stage to be warped off to a boss battle.  
**Boss strategy:** The giant moth itself won't attack, instead it will deploy eggs that rapidly hatch into hungry larvae that will storm out of the ground and charge at you, trying to consume you whole. Concentrate on killing the moth with your Shotgun first (to stop any more eggs being dropped). When you're left with just the worms, roll to evade them when they burrow out of the ground, then quickly turn and shoot before they disappear again. Slowly keep repeating this process and you shouldn't have too many problems at all.

## MISSION 11

**'S' RANK CONDITIONS**  
**Clear time:** Less than 8:31 mins  
**Orbs:** More than 4499  
**Stylish average:** Score 5 'Show Time!' combos  
**Damage:** None **Item used:** None  
**Secret rooms:** Two **Blue Orbs/Fragments:** 0/1

Head down the path and examine the door with an eye on to find a Secret Room (with a Blue Orb Fragment inside) then continue down the slopes, and head through the arches. Kill the various adversaries and smash the vases for Red Orbs, then jump down into the next room and hit the orb trigger in the centre. Jump up on the surrounding platforms and double jump into the alcoves to find various secret Red Orbs before going through the main entrance.

Break the vases and use the Orb Generator then when you get to the top of the slope, activate your Quick Heart and dash down the slope. If you get hit by the chasing ball, you'll be transported to a room to fight various beasts before having to attempt the dash again. When you drop down into the room at the bottom of the slope, time your run over to the other side to avoid the spiked trap, then continuously hit the door to break it (you may have to retreat and try this a few times).

When the door is broken and the spiked trap stops dropping, go back to the start of the room and double jump into the newly-opened hatch just below the slope. Head down this secret passage and get the Merciless sword before dropping back down and going through the door you smashed open. Head along into the large room and jump up to the platform on the left wall for some Red Orbs. Then jump up to the next platform to find a Secret Room and use the other platforms to scale the room to the top. On one end of the room is an orb trigger – ignore this for now and head over to the other side, where you'll find a passage leading to the Submachine Gun. Now smash the orb trigger, jump on the rising platform and go through the door it takes you to.

The idea in this next area is to smash each statue repeatedly to wear them down (you may wish to fully destruct one just so you know how much punishment

they take before breaking). Now finish them all off in quick succession, so that you'll disable the forcefield guarding the Healing Heart that's situated in the next room. When you've done that, jump into the hole to meet the next big boss.

**Boss strategy:** As Bolvek has his two devil hounds in tow, targeting him directly is difficult. Concentrate on keeping a safe distance away for now and killing the dogs (use your Submachine Gun for this). Once the dogs are dead, use your Devil Trigger to get in close and wear him down before retreating and using your guns. Keep repeating and you shouldn't have too much trouble. Once the bad guy is eating dust walk up to the seal to complete the mission.

## MISSION 12

**'S' RANK CONDITIONS**  
**Clear time:** Less than 6:31 mins  
**Orbs:** More than 3499  
**Stylish average:** Score 7 'Show Time!' combos  
**Damage:** None **Item used:** None  
**Secret rooms:** Two **Blue Orbs/Fragments:** 0/1

Search the large door behind you to find a Secret Room, then jump down to the large room for another encounter.

**Boss strategy:** This consists of a huge ball surrounded by energy balls that spawn Sargassos skull monsters. As the Sargassos respawn collectively once you have killed them all, the best tactic is to keep one alive and then just keep your distance from it.

Now just keep double jumping and smacking each energy ball with your sword to bump them off one by one. When they're all gone, a hole will open in the floor. Go through it. Run down the hallway and break the urns. Search the wall behind the last urn on the left for a Secret Room. Now go through the door.

**Boss strategy:** The Plutonian is a giant, two-headed suit of armour with two huge maces that it will swing at you – but killing it couldn't be easier. Just stay well back and blast it repeatedly with your Rocket Launcher. He will be burnt toast before you know it. Now step into the hole that opens and use the elevator to complete the mission.



## MISSION 13

**'S' RANK CONDITIONS**  
**Clear time:** Less than 2:31 mins  
**Orbs:** More than 2499  
**Stylish average:** Score 5 'Show Time!' combos  
**Damage:** None **Item used:** None  
**Secret rooms:** None **Blue Orbs/Fragments:** 0/0

**Boss strategy:** The best thing to do here is to give this monster hell! Arius has various attacks – he will unleash lesser enemies on you, and they are best avoided if at all possible. He may also suck you into a void and then spit you out again. He may shoot a big ball of black energy at you. And he may also blast you to death with his guns. But for the most part he will just sit back and let his cronies do the donkey work for him.

The best tactic for defeating him is to just sit back and blast him with your Rocket Launcher, then get in close with your Devil Trigger. Works every time!





## MISSION 14



### 'S' RANK CONDITIONS

**Clear time:** Less than 7:31 mins

**Orbs:** More than 6499

**Stylish average:** Score 14 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** One

**Blue Orbs/Fragments:** 0/2

Search the doors on the left side of the area to find a Secret Room (containing a Blue Orb Fragment) then go through the archway near the item statue and kill the Abyss Goats. Take a right down the street and head up the slope, taking to the rooftops. When you reach the tall building, double jump and smash the trigger Orb (there are four to activate) and then continue along until you reach the arena where you got the Gate Key on Mission One. Kill the various enemies here and activate the second trigger Orb, then jump back out of the arena and head up the small path to the side.

Kill the various enemies and activate the next trigger Orb before moving down the street (you have now come full circle) and going down the path on the left. Kill the enemies, then use your Aerial Heart to fly up to the high carving and get the Blue Orb Fragment. Hit the last trigger orb in the air and go through the large door.

You'll emerge in a large open area with an eye socket in the middle. Slash it to trigger a boss battle with an overly familiar adversary.

**Boss strategy:** It's Phantom – the spider boss from the first game. Activate your Devil Trigger and get in close to hack off as much of its life bar as you can, then retreat and use your Rocket Launcher. It has multiple attacks, most are useless if you keep your distance, but roll or double jump to avoid its fireballs and flaming pillars.

## MISSION 15



### 'S' RANK CONDITIONS

**Clear time:** Less than 2:31 mins

**Orbs:** More than 2999

**Stylish average:** Score 5 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** None

**Blue Orbs/Fragments:** 0/0

Slash the central eye socket once again and numerous adversaries will appear. Now search behind it at the far end of the area to find a mound with a dead eye on it. The idea now is to knock one of the adversaries onto the mound which in turn will cause it to spit out the Chrono Heart. Once you have that, kill the rest of the adversaries

as quickly as possible within the allotted time in order to open up a portal in the central eye socket.

If you fail to kill all the enemies within the time, however, you'll have to slash the eye again to spawn more. The second time you do this the enemies that it generates get progressively harder, so it pays to get it right first time.

## MISSION 16



### 'S' RANK CONDITIONS

**Clear time:** Less than 9:01 mins

**Orbs:** More than 6999

**Stylish average:** Score 19 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** Two

**Blue Orbs/Fragments:** 1/0

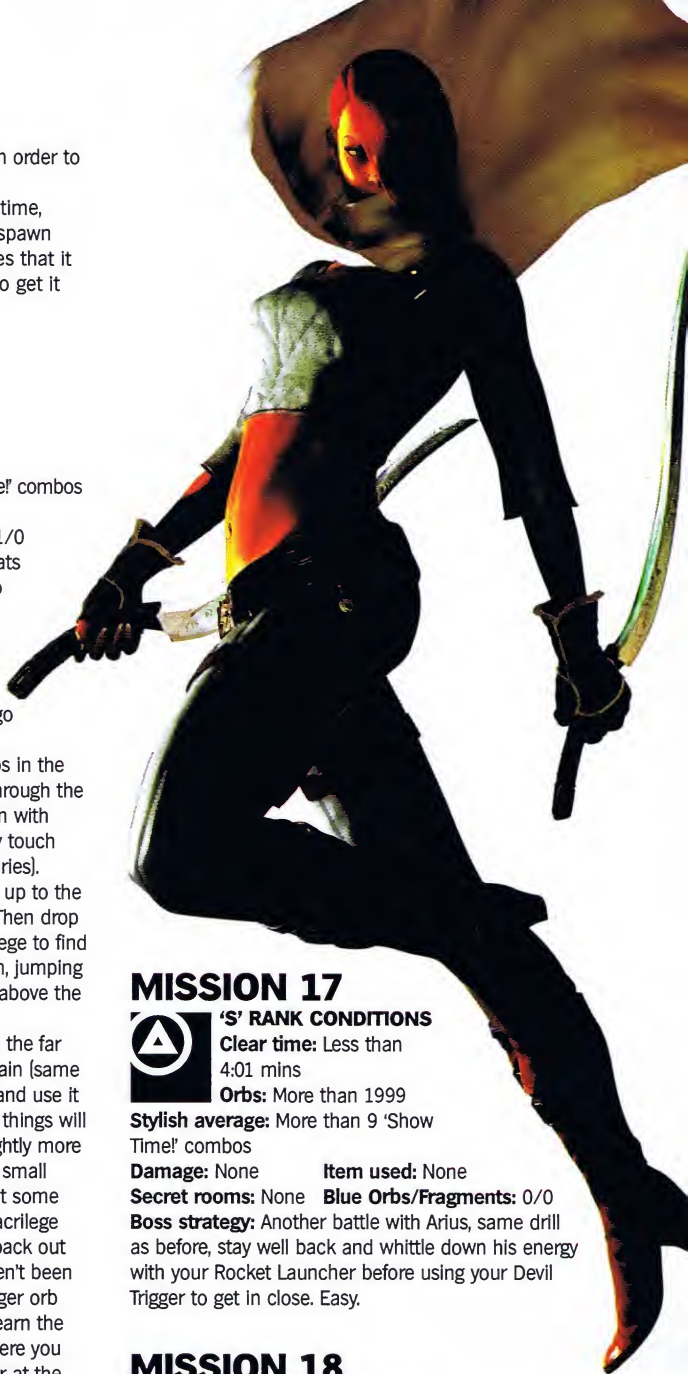
Walk up to the door and then kill the Blood Goats that appear. Once they have been dealt with, go through the door. Go up in the elevator, getting multiple 'Show Time!' combos by defeating the enemies, then exit when it stops at the top. Break the vases for some Red Orbs and then head down the hall. Take the left passage and go through the door at the end.

Run down the passage and get the Red Orbs in the small room, then continue down the hall and through the door at the end. You will emerge in a large room with more of those annoying balls (remember, if they touch you you'll be warped off to fight several adversaries). Jump and roll to avoid the balls and then jump up to the second tier and grab the Sacrilege at the end. Then drop down and examine the area beneath the Sacrilege to find a Secret Room. Now head back out of the room, jumping back up to the second tier to get the Blue Orb above the door. Place the Sacrilege in the door and leave.

Head back towards the elevator and go into the far room to fight Bolverk and his two devil dogs again (same tactics apply as before). Now get the Sacrilege and use it on the door to get back out. When you emerge things will have changed, making the surroundings get slightly more sinister. Go past the Mslras and head down the small hallway. Inside this next room you'll have to fight some Blood Goats, so dispose of them and get the Sacrilege they leave behind. Use this on the door to get back out and then head down the only passage you haven't been down yet. Go through the door, activate the trigger orb and defeat the Abyss Goats. By doing so you'll earn the Frost Heart. Now go back to that dark room where you fought the Blood Goats, go out through the door at the back and head up in the elevator.

**Boss strategy:** This Trismagia creature has three faces that it rotates, and each will attack you in turn. Sit back comfortably and use your Rocket Launcher to wear it down slowly. When you have enough Devil Trigger power, equip your Submachine Gun and activate your DT to fire off a quick-killing barrage of shots.

Be sure to roll and jump when the heads zoom in close. Try and time it so that you unleash your DT fury when all three heads are joined up – this way you will inflict more damage in a shorter space of time. When you emerge, jump onto the table and examine the chair to reveal a Secret Room. Step into the light to finally complete the mission.



## MISSION 17



### 'S' RANK CONDITIONS

**Clear time:** Less than 4:01 mins

**Orbs:** More than 1999

**Stylish average:** More than 9 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** None

**Blue Orbs/Fragments:** 0/0

**Boss strategy:** Another battle with Arius, same drill as before, stay well back and whittle down his energy with your Rocket Launcher before using your Devil Trigger to get in close. Easy.

## MISSION 18



### 'S' RANK CONDITIONS

**Clear time:** Less than 5:01 mins

**Orbs:** More than 1999

**Stylish average:** More than 14 'Show Time!' combos

**Damage:** None

**Item used:** None

**Secret rooms:** None

**Blue Orbs/Fragments:** 0/0

**Boss strategy:** Argosax The Chaos is a combination of all the main big bosses you have fought so far. You should adopt exactly the same strategy you used to defeat them in battle for each of its faces. Strafe in and out of each creature's view and use your Rocket Launcher whenever possible. It will only attack when each face is in focus, so when each face gradually dies, you'll have a bigger area to retreat back to and plan your next course of action.

**Boss strategy:** The final boss of the game is a very cool-looking fire demon with numerous attacks. It will either shoot fireballs at you, slash you with its sword or thrust its sword at you. Keep moving constantly as it will vanish and appear on top of you. Use your Submachine Guns to gradually wear it down. Whenever you have power in your DT gauge, utilise it to get in close with some combo attacks. Failing that, use it only when the creature attacks – so that you don't take any damage. When The Despair Embodied is dead, you will have completed Dante's scenario.

## BETTER THE DEVIL YOU KNOW

### Get in touch with Dante's fire-spewing Devil and leave your enemies lying in tatters...

You can press **△** to engage Dante/Lucia's Devil Trigger (DT). This can only be activated once the Kanji gauge beneath their energy bars is past the first level. The amount of power in the gauge determines the length the DT is enabled for – it can be replenished by using combos. When in DT Mode your attacks become much stronger and you won't take any damage. There are also several special effects and moves that can only be pulled-off when in Devil Trigger mode:

### DEVIL TRIGGER MOVES

Special DT Stinger – **△**, **△**, **←** + **△**

DT Energy shot – **△** + **Ⓢ**

DT Charge up Shot – (hold **△**) **△** + **Ⓢ**

**Super DT:** This only applies to Dante. When his health is in the red and you activate the DT, he'll start to fly. Then, by using **Ⓢ**, he'll shoot fireballs from his hands (which will kill most enemies instantly). Press **△** and he'll utilise an extremely powerful extra long sword.

Your guide to the remaining Devil May Cry 2 missions follows next month.



# CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

## ■ TOM CLANCY'S SPLINTER CELL (SLES 51466)

### Map Two – Georgian Defence Ministry Is the alarm still going off?

Follow these four easy steps to solve the mystery:

1. After abseiling down the side of the building and entering through the window, take out the guard and hide the body behind one of the bookcases.
  2. After hiding the body, take out the camera in the same room.
  3. After going down to the car park and interrogating the chauffeur, come back up and take out the single guard in the hallway. Hide the body at the top of the stair well.
  4. In the last room with the keypad, take out the camera.
- If these steps are followed to the letter, you're guaranteed not to raise any alarms.

## ■ TENCHU: WRATH OF HEAVEN (SLES 50679)

### All mission layouts

Press R3, L3, R2, L2, R1, L1 at the mission selection screen.

### Bonus stage

Press L1, Up, R1, ↓, L2, →, R2, ← at the title screen.

### Increase items

Hold R2 + L2 and press ⊙ (3), ↑, ←, ↓, → at the item selection screen.

### Easy stealth kills

This trick works better on high roof levels, such as Rikimaru's first mission. If you have trouble anticipating when to perform a stealth kill, use Poison Rice. Throw it in front of the guard and slice him before he eats it. Then, retrieve your rice and repeat the attack. You must be on a roof or cliff to do this tactic well.

### Falling

When you are falling long distances, hold R1. When you land, you will not fall over and

have to wait for your character to get back up. This is useful when you are trying to jump on an enemy but miss.

## ■ ZAPPER (SLES 50974)

### Win the round

Collect six eggs every round and win the round.

### Unlocking cheats

Collect all 100 fireflies in every level.

### Ultimate zapping weapon

When you buy a lot of dragonflies, you will get the ultimate zapping weapon.

### Finding secret passages

Follow your friend's directions for secret passages.

### Flying

Win the first world with 400 points and you will get to fly.

## ■ GRAND PRIX CHALLENGE (SLES 51296)

### Ace difficulty setting

Win the game in Championship mode to unlock the Ace difficulty setting.

## ■ G1 JOCKEY (SLES 50584)

### Better chance of winning

Ride a horse that is "A" or "B" rated, with a lot of stamina and a preference to be at the back of the pack. When about five furlongs away from the finish line, press ⊙ to get closer to the front. Use most, or all, of your stamina before letting the horse run out to the leaders.

## ■ LEGENDS OF WRESTLING 2 (SLES 51045)

To activate the Cheat mode select Career mode and choose any wrestler. During Career mode enter one of each match types. You can either finish the match or exit immediately.

After all match types have been entered, a message stating that the cheats can now be purchased in the shop will appear. To unlock Andy Kaufman select Career mode and choose Jerry Lawler as your wrestler. Defeat Kaufman to unlock him at the shop. To unlock Big John Studd select Career mode and choose any wrestler. Defeat Big John Studd to unlock him at the shop. To unlock British Bulldog select Career mode and choose Dynamite Kid. Successfully complete career mode to unlock British Bulldog at the shop.

## ■ DARK ANGEL (SLES 51333)

### Extended ending

Successfully complete the game and wait for the credits to end. An extended sequence featuring the game's true ending will begin.



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# LEGENDS OF WRESTLING II

*Don't get battered in the ring  
– we tell you how.*

'Getting heat' is an expression, meaning to be a villain (heel). The more the crowd boos a heel, the more he's doing his job. In the game it's important to get the crowd into the match, working them into a frenzy. With that in mind, focus on these moves:

- Ones that drop your opponent on his head (piledriver coming from a grapple).
- Top-rope manoeuvres (dropkicks, elbow-drops, etc).
- Moves on the outside of the ring (typical moves, just performed out of the ring).
- Apron moves (those performed out of the ring but not off the ring side).
- Hitting the opponent with a weapon (which can be got by climbing out the ring and pressing ⊙).
- Going all out with lots of high-impact moves.
- Causing the opponent to bleed.
- You'll also get an audience reaction if you add variety to your moves and do more than punch and kick

your way through matches.

- Running into the referee and knocking him over gets the crowd excited, as does taunting your opponent (performed with the right analogue stick).
- Linking your moves together, and reversing an opponent's offence, is a great way to pop the crowd.
- In a tag-team competition: breaking up a pinfall on your partner is always good.
- Double-teaming an opponent and making a tag all count toward the crowd's reaction to you.
- Use your finisher and win a dramatic match.

Remember, the crowd may love a bad guy, but they'll hate a bad wrestler. Struggling your way through a match to fluke a win won't do you any good at all. You're not out simply for the win, but to entertain the paying crowd. So, with that in mind, avoid doing these and undoing any good work you may have done:

- Repeating moves, whether it's a punch or a moonsault – the crowd will soon tire of any move if you use it in quick succession and too many times.
- Stalling by keeping away from your opponent will bore the crowd silly.
- Not linking enough moves together is not good.
- Not performing your spectacular moves.

And, in tag-team competition:

- Ignoring your partner.
- Not saving your partner, or distracting the referee.
- Not double-teaming your opponents enough.
- Ultimately, though, losing the match will affect your popularity more than anything, so always avoid losing.





# PROMOTION

# PlayStation®2

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PIN	GAME	CHEAT
13164	Grand Theft Auto: Vice City	Weapons
13167	Grand Theft Auto: Vice City	Unlock Tank
13165	Grand Theft Auto: Vice City	Lower Wanted Level
13166	Grand Theft Auto: Vice City	Attract Followers
14261	The Getaway	Double Health
14262	The Getaway	Armoured Car Weapon
06846	Medal of Honour: Frontline	Bullet Shield Mode
06847	Medal of Honour: Frontline	Perfectionist
06848	Medal of Honour: Frontline	Snipe-A-Rama
06841	Medal of Honour: Frontline	Invincibility
06842	Medal of Honour: Frontline	Unlimited Ammo
06791	Tenchu: Wrath of Heaven	All Characters
06795	Tenchu: Wrath of Heaven	Recover Health
06796	Tenchu: Wrath of Heaven	Hidden Mission
06797	Tenchu: Wrath of Heaven	Bonus Stage
12571	The Sims	All Locked Objects
12572	The Sims	All Objects Free
12573	The Sims	Unlock Party Motel
03306	Grand Theft Auto 3	Full Health
03307	Grand Theft Auto 3	Full Armour
03308	Grand Theft Auto 3	Lower Wanted Level
03304	Grand Theft Auto 3	Dodo Mode
03305	Grand Theft Auto 3	Break off Limbs
04122	Turok Evolution	Weapons
04123	Turok Evolution	Level Skip
04124	Turok Evolution	Ammo
04125	Turok Evolution	Invincibility
04121	Turok Evolution	Invincibility
13654	BMX XXX	Amishboy
13655	BMX XXX	Fluffy Bunny Mode
13653	BMX XXX	Unlock All Bikes
11305	Tony Hawk's Pro Skater 4	Unlock Everything
12521	Lord of the Rings: The Two Towers	Refill Your Health
12522	Lord of the Rings: The Two Towers	Full Arrows/Axes
07131	Need for Speed: Hot Pursuit 2	BMW Z8
07132	Need for Speed: Hot Pursuit 2	HSV Coupe GTS
07133	Need for Speed: Hot Pursuit 2	McLaren F1
07134	Need for Speed: Hot Pursuit 2	Ferrari F50
07135	Need for Speed: Hot Pursuit 2	Ferrari F550
12580	007 Nightfire	Bigger Sniper Rifle Clip
12581	007 Nightfire	Level Select
12582	007 Nightfire	Upgrade Q Gadgets
04241	Cricket 2002	Super Batsman
00061	Drakan	Invincibility
00062	Drakan	Increase Character
00065	Drakan	Money
08311	Star Wars Bounty Hunter	Unlock Chapter 1
08312	Star Wars Bounty Hunter	Unlock Chapter 2
08313	Star Wars Bounty Hunter	Unlock Chapter 3
08314	Star Wars Bounty Hunter	Unlock Chapter 4
08315	Star Wars Bounty Hunter	Unlock Chapter 5
11811	Tom Clancy's Ghost Recon	Level Select
11812	Tom Clancy's Ghost Recon	All Special Features
11813	Tom Clancy's Ghost Recon	Invincibility
09924	Hitman 2: Silent Assassin	Level Select
09925	Hitman 2: Silent Assassin	Nailgun Mode
09923	Hitman 2: Silent Assassin	All Weapons
12301	Minority Report	Invincibility
12302	Minority Report	All Weapons
12303	Minority Report	Infinite Ammo
05921	No One Lives Forever	Level Select
11331	Red Faction 2	Super Health
11332	Red Faction 2	Unlimited Ammo
11333	Red Faction 2	Gibby Explosions
11334	Red Faction 2	Unlock All Cheats
12821	Tiger Woods PGA Tour 2003	Unlock All Courses
12822	Tiger Woods PGA Tour 2003	Unlock All Golfers
12821	Tiger Woods PGA Tour 2003	Super Tiger
04351	Tony Hawk's Pro Skater 3	All Cheats
04352	Tony Hawk's Pro Skater 3	All Levels
04353	Tony Hawk's Pro Skater 3	All People
04354	Tony Hawk's Pro Skater 3	All Movies
03251	Max Payne	Level Select
03252	Max Payne	Health
09871	The Scorpion King	Master Code
09872	The Scorpion King	Full Health and Weapons
09021	Conflict Desert Storm	Cheat Menu
12001	Kelly Slater's Pro Surfer	All Tricks
12002	Kelly Slater's Pro Surfer	All Surfers
12003	Kelly Slater's Pro Surfer	All Suits
12004	Kelly Slater's Pro Surfer	All Boards
12005	Kelly Slater's Pro Surfer	All Levels
07391	Soldier of Fortune Gold Edition	Invincibility
07392	Soldier of Fortune Gold Edition	Full Ammo
07393	Soldier of Fortune Gold Edition	Heavy Weapons
07394	Soldier of Fortune Gold Edition	Hand to Hand and Explosive Weapons
02881	Stuntman	All Cars
02882	Stuntman	All Toys
02883	Stuntman	All Filmography
07380	Star Trek Voyager: Elite Force	All Weapons
07381	Star Trek Voyager: Elite Force	Invincibility
07382	Star Trek Voyager: Elite Force	Full Armour
07383	Star Trek Voyager: Elite Force	Full Ammo
06721	Baldur's Gate Dark Alliance	Invincibility and Level Warp
06722	Baldur's Gate Dark Alliance	Super Character
08701	Mat Hoffman's Pro BMX 2	All Levels
08702	Mat Hoffman's Pro BMX 2	Elvis Outfit
00321	Theme Park World	All Purchases Free
00322	Theme Park World	Golden Tickets
00323	Theme Park World	All Items Researched



# shortlist

Your definitive guide to the ever expanding library of PlayStation 2 games.



So you've just bought a PlayStation 2, and you're confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

The Shortlist is *OPS2*'s one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award.

## GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

**Afterburn:** An extra kick of power in flight sims.

**AI:** Artificial Intelligence.

**Analogue:** Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.

**Boarders:** Snowboarders or games featuring the alpine sport.

**Coin-op:** Coin-operated arcade videogames.

**Cut-scene:** Explanatory, non-playable scene in videogame (also 'FMV').

**CPU:** Central Processor Unit. Brains of PS2.

**Dev kits:** Programmable PS2s used by developers.

**D-pad:** Direction pad on PS2 controller.

**Dual Shock controller:** Controller for PSone.

**Dual Shock 2:** Controller designed for PS2 (with analogue).

**ECTS:** European Computer Trade Show.

**E3:** Electronic Entertainment Expo (US).

**Frame rate:** Number of images drawn per second in games. Higher frame rate = smoother animation.

**FPS:** First-Person Shooter (eg *Quake III*).

**Hack 'n' slash:** Refers to game (usually fantasy) featuring blade combat.

**High res:** High resolution (graphics).

**HUD:** Head Up Display. Screen furniture such as map, speedometer, etc.

**Iconography:** Graphical shorthand defining game, genre etc.

**Low res:** Refers to poor quality graphics.

**L3:** Pressing down on the PS2 controller's left joystick.

**Mini-games:** Bonus, playable games found in larger titles.

**Polygon:** Building block of videogame graphics.

**PSone:** The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

**Real-time:** When one second of game time equals one second in the real world.

**RPG:** Role-playing game.

**RTS:** Real-time strategy.

**R3:** Pressing down on the PS2 controller's right joystick.

**Sims:** Simulation.

**Strafe:** Move sideways while looking straight.

**USB:** Port to connect peripherals such as keyboard to PS2.

*\*If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.*

## YOUR KEY TO SHORTLIST

**GOLD**  
Only for games that scored the elusive 10/10.

**SILVER**  
Awarded to games with a mighty 9/10.

**BRONZE**  
Given to games that scored an impressive 8/10.

<b>007 NIGHTFIRE</b>	★ OVERALL 08
Aside from the occasionally iffy AI, this has enough variety to make a solid single player game, and the multiplayer gives it longevity.	<b>BRONZE</b> PlayStation 2
<b>7 BLADES</b>	OVERALL 06
Ninja-styled adventure with a 'healthy' dose of chop-socky gameplay.	
<b>18 WHEELER</b>	OVERALL 06
Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.	
<b>2002 FIFA WORLD CUP</b>	OVERALL 07
The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but sadly lacking in game modes.	
<b>ACE COMBAT: DISTANT THUNDER</b>	OVERALL 07
Best Ace Combat yet. A graphically-polished flight sim with a variety of missions. Best with a flight-stick of some kind.	
<b>AFL LIVE 2003</b>	OVERALL 06
Good enough to be a must buy for footy fans, but not flashy or deep enough to compete with big budget sport sims.	
<b>AGGRESSIVE INLINE</b>	★ OVERALL 08
There's more than enough inline action to keep you impressed and entertained until the next <i>Tony Hawk</i> says, "Buy me, dude!"	<b>BRONZE</b> PlayStation 2
<b>AIRBLADE</b>	★ OVERALL 08
Intricate visuals, sublime handling, massive airs - everything you could want hoverboarding to be. Back to the future anyone?	<b>BRONZE</b> PlayStation 2
<b>ALL-STAR BASEBALL 2002</b>	OVERALL 07
An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.	
<b>ALONE IN THE DARK: THE NEW NIGHTMARE</b>	OVERALL 06
An undeniably scary survival horror game series, but one that fails to frighten the pants off the PS2 in this comeback.	
<b>AQUA AQUA: WETRIX 2.0</b>	OVERALL 07
Addictive, well-realised update of the N64 puzzler <i>Wetrix</i> . Essentially it's Tetris with water. Weird, but worthwhile.	
<b>ARCTIC THUNDER</b>	OVERALL 07
Crude visuals, but plenty of fast and furious gameplay.	
<b>ARMORED CORE 2</b>	OVERALL 07
Infinitely-tweakable first-person mech shooter. Not for the casual gamer after a quick fix, but perfect for those who love their sims.	
<b>ARMY MEN AIR ATTACK: BLADE'S REVENGE</b>	OVERALL 02
Very dull helicopter game. Hardly surprising from arguably the worst series of games to grace a console.	
<b>ARMY MEN: GREEN ROGUE</b>	OVERALL 01
On-rail shooter that manages to sink to new depths of soldiering tedium. Avoid at all costs.	
<b>ARMY MEN: SARGE'S HEROES 2</b>	OVERALL 03
Another poorly realised shooter, from the series that stars the little green plastic soldiers.	
<b>AUTO MODELLISTA</b>	★ OVERALL 08
The love-child of cel-shaded graphics and <i>Gran Turismo</i> . Despite its cartoony appearance, this is a fairly serious racing game.	<b>BRONZE</b> PlayStation 2
<b>BALDUR'S GATE: DARK ALLIANCE</b>	★ OVERALL 08
Play D&D on a console! Quite simplistic and arcadey, but this is still a great RPG that adds nicely to the PS2's line up.	<b>BRONZE</b> PlayStation 2
<b>BARBARIAN</b>	OVERALL 07
A rough-cut fighting game with RPG elements and branching storylines.	

## TOP 5 RHYTHM ACTION



1. PARAPPA THE RAPPER 2

Top dog, top tunes and a healthy dose of noodles.

2. FREQUENCY

Psychedelic, interactive music lessons for rockers.

3. GITAROO MAN

Little man + little dog + axe = Hardest music game, ever.

4. BRITNEY'S DANCE BEAT

Beat off unashamedly as Britney shakes her thang.

5. REZ

To some, genius. To others, pretentious self-indulgence.

<b>BATMAN VENGEANCE</b>	OVERALL 06
Interesting action adventure, but just a little too 'on rails' to provide a real challenge.	
<b>BLADE II</b>	OVERALL 04
Cruddy controls stop this otherwise peachy beat 'em up from realising its full potential.	
<b>BLOOD OMEN 2</b>	OVERALL 06
An occasionally very satisfying blood sucking adventure let down by largely unoriginal gameplay.	
<b>BURNOUT</b>	★ OVERALL 08
<i>OutRun</i> grows up, and learns how to crash properly. Thrilling, edgy race action that will threaten your no claim bonus.	<b>BRONZE</b> PlayStation 2
<b>BURNOUT 2: POINT OF IMPACT</b>	★ OVERALL 08
An even more intense racing experience than its predecessor. <i>The Fast &amp; the Furious</i> in a video game.	<b>BRONZE</b> PlayStation 2
<b>CAPCOM VS. SNK 2</b>	★ OVERALL 08
A superb 2D beat-'em-up from the house that knows all there is to know about combat. With endless two player fun.	<b>BRONZE</b> PlayStation 2
<b>CART FURY: CHAMPIONSHIP RACING</b>	OVERALL 06
Arcade racer with crazy physics and a dose of high-speed hard shouldering.	
<b>COLIN MCRAE RALLY 3</b>	★ OVERALL 09
Sets new standards in rally racing visuals, with impressive car damage and weather effects. A must have for offroad racing fans.	<b>SILVER</b> PlayStation 2
<b>COMMANDOS 2</b>	★ OVERALL 08
A daunting but extremely worthy and rewarding strategy game where the player controls a team of operatives in WWII missions.	<b>BRONZE</b> PlayStation 2
<b>CONFLICT ZONE</b>	OVERALL 06
A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage.	
<b>CONTRA: SHATTERED SOLDIER</b>	OVERALL 07
A fantastic trip down memory lane for old school veterans, but <i>Contra</i> may confuse or confound the contemporary gamer.	
<b>CRASH BANDICOOT: THE WRATH OF CORTX</b>	OVERALL 06
Crash splins onto PS2 but little has changed from PSone. Time for some new ideas with titles like <i>Ratchet &amp; Clank</i> setting the new standards.	
<b>CRAZY TAXI</b>	★ OVERALL 08
Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.	<b>BRONZE</b> PlayStation 2
<b>CRICKET 2002</b>	★ OVERALL 08
The best leather-on-willow sim on any console, ever. Relax and make like it's always summer.	<b>BRONZE</b> PlayStation 2
<b>DARK CLOUD</b>	OVERALL 07
An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.	
<b>DAVE MIRRA FREESTYLE BMX 2</b>	OVERALL 07
Orthodox but impressive, this BMX sim has an inventive array of tricks.	
<b>DEAD OR ALIVE 2</b>	OVERALL 07
Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.	
<b>DEF JAM VENETTA</b>	★ OVERALL 08
Some more options would have made this a true champion, but it's still a worthy contender. <i>SmackDown</i> watch out!	<b>BRONZE</b> PlayStation 2
<b>DEUS EX</b>	★ OVERALL 09
The thinking man's action shooter and genre-busting game that redefines expectations. Superb.	<b>SILVER</b> PlayStation 2





**DEVIL MAY CRY** ★ OVERALL 09  
Melding battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely.

**SILVER**  
PlayStation 2

**DEVIL MAY CRY 2** ★ OVERALL 08  
Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satisfy action junkies.

**BRONZE**  
PlayStation 2

**DNA** OVERALL 06  
Gene warfare and confusing puzzles abound in this bizarre manga adventure.

**DONALD DUCK: QUACK ATTACK** OVERALL 04  
A first-generation platformer that suffers from Stone Age gameplay and graphics.

**DRAGON'S LAIR** OVERALL 02  
Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged.

**DROPSHIP: UNITED PEACE FORCE** ★ OVERALL 08  
Impressive combat sim that rewards commitment with paced and varied gameplay.

**BRONZE**  
PlayStation 2

**DYNASTY WARRIORS 3** ★ OVERALL 08  
More of the same great mass battles and explosive action, marred only slightly by samey gameplay.

**BRONZE**  
PlayStation 2

**DYNASTY WARRIORS 3: XTREME LEGENDS** OVERALL 07  
A solid, entertaining expansion pack that will have Dynasty Warriors 3 fans whooping with joy.

**ECCO THE DOLPHIN: DEFENDER THE FUTURE** ★ OVERALL 08  
You're a dolphin and it's up to you to save the world from an alien invasion. Relax in the new age calm underwater adventure.

**BRONZE**  
PlayStation 2

**ENDGAME** ★ OVERALL 09  
Sets a new standard in the lightgun shooter genre: innovative, refreshing and most of all, a tonne of fun.

**SILVER**  
PlayStation 2

**ESCAPE FROM MONKEY ISLAND** ★ OVERALL 08  
Adventure that includes smart visuals, witty script and intelligent puzzles.

**BRONZE**  
PlayStation 2

**ESPN INTERNATIONAL TRACK & FIELD** OVERALL 06  
Graphically impressive athletics sim marred only by iffy AI.

**ESPN NATIONAL HOCKEY NIGHT** OVERALL 06  
Other hockey sims on the market with better gameplay put this in the sin bin.

**ESPN NBA 2NIGHT** OVERALL 06  
Hardcore gameplay makes this one for basketball heads only.

**ESPN X GAMES SKATEBOARDING** OVERALL 05  
Not-so-extreme skateboarding sim with some unsightly graphical glitches. You're better off sticking with Tony Hawk's.

**ESPN WINTER X-GAMES SNOWBOARDING** OVERALL 06  
Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement.

**EVE: EVE OF EXTINCTION** OVERALL 05  
A dull, button mashing affair.

**EVERGRACE** OVERALL 02  
An ultimately depressing RPG, that fails to engage the player at any meaningful level.

**EVIL TWIN** OVERALL 05  
Adventure from the dark side of platforming. Average, so-so animation with 76 levels of twisted plot.

**EXTERMINATION** OVERALL 07  
Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.

**EXTREME-G 3** ★ OVERALL 08  
A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the Wipeout series.

**BRONZE**  
PlayStation 2

**F1 2001** OVERALL 07  
Another solid PS2 Formula One title, but ultimately it's a tad soulless.

**F1 CHAMPIONSHIP SEASON 2000** OVERALL 06  
Hardcore F1 fans will find this a little too easy.

**FANTAVISION** OVERALL 05  
The world's first fireworks game. Not enormous, but of rare and random beauty.

**FERRARI F355 CHALLENGE** OVERALL 07  
One of the most realistic racing simulations ever. More for driving game experts than casual racers.

**FIFA 2003** ★ OVERALL 08  
Despite closing the gap with a more realistic football simulation, this is still a goal behind Pro Evolution Soccer 2.

**BRONZE**  
PlayStation 2

**FINAL FANTASY X** ★ OVERALL 08  
Nothing else needs to be said about this brilliant RPG. A classic Square adventure with next-gen presentation and production.

**SILVER**  
PlayStation 2

**FORMULA ONE 2003** ★ OVERALL 08  
Another F1 corker! All the drivers, tracks and cars included. Load it up and feel the speed. Feel the need for speed.

**BRONZE**  
PlayStation 2

**FREESTYLE** OVERALL 07  
This is potentially a great game, but it's scuppered by careless lack of fairness and failure to reward skill with progression.

**FUR FIGHTERS** ★ OVERALL 08  
Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again.

**BRONZE**  
PlayStation 2

**G1 JOCKEY** OVERALL 05  
More like an exercise in statistical analysis than a horse racing game, with bland graphics and sound.

**GIO GIO'S BIZARRE ADVENTURE** OVERALL 06  
Brilliant cel-shaded graphics bring a cast of weirdo anime characters to life in a fighting game based on a comic series.

**GHOST RECON** OVERALL 07  
A squad-based first person shooter that suffers from a cumbersome interface for ordering troops about, often degenerating into arcade-style run-and-gun gaming.

**GIANTS: CITIZEN KABUTO** OVERALL 06  
The Reaper might be cool, but loading times hamper this port of a complex PC battle game.

**GITAROO MAN** ★ OVERALL 08  
If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

**BRONZE**  
PlayStation 2

**GLOBAL TOURING CHALLENGE: AFRICA** OVERALL 07  
An impressive racer that is further lifted by clever use of interesting locations.

**GRAND THEFT AUTO 3** ★ OVERALL 10  
Not quite as good as its neon-soaked, '80s prequel but it's still fantastic fun and can now be found for bargain prices.

**GOLD**  
PlayStation 2

**GRAND THEFT AUTO: VICE CITY** ★ OVERALL 10  
Better than GTA 3! Cars, crooks, coke, and chaos with total freedom to do what you want. A must have for any gamer, serious or not.

**GOLD**  
PlayStation 2

**GRAN TURISMO 3: A-SPEC** ★ OVERALL 09  
If you didn't know already, GT3 is the greatest racing game in the world. Speed down to the store and buy it now.

**SILVER**  
PlayStation 2

**GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA** ★ OVERALL 08  
A more accessible version of GT3, with concept cars. Perfect for those who just want to race, rather than play mechanic.

**BRONZE**  
PlayStation 2

**GRAVITY GAMES** OVERALL 04  
An unoriginal rip off of the Mat Hoffman series, offering little reason to break away from the aforementioned pearlys.

**GUMBALL 3000** OVERALL 03  
A decidedly crap racing title that fails to deliver on all fronts. Not something to bother with considering how many other decent racers are about.

**G-SURFERS** OVERALL 07  
Futuristic racer that's improved by an innovative track editor.

**GUILTY GEAR X** ★ OVERALL 08  
Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters.

**BRONZE**  
PlayStation 2

**GUNGRAVE** OVERALL 06  
Bizarre Manga inspired shooting game with gorgeous visuals, but a distinct lack of depth to back up all that eye candy.

**GUN GRIFFON BLAZE** OVERALL 07  
A mech shooter for robot obsessive-types everywhere.

## SECOND COMING

We resurrect a title from the gaming graveyard.



## FREESTYLE

Admittedly, the reason why this larger-than-life motocross zoomer only scored 6/10 was due to its insane and ultimately frustrating difficulty level. By entering the code TRAKMEET and unlocking all the courses it's made far more enjoyable. God bless the man who invented cheating.



**HALF-LIFE** ★ OVERALL 09  
The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase.

**SILVER**  
PlayStation 2

**HARRY POTTER AND THE CHAMBER OF SECRETS** ★ OVERALL 08  
Simplistic puzzles and gorgeous graphics make this a winner for younger fans of the books and films.

**BRONZE**  
PlayStation 2

**HEADHUNTER** OVERALL 07  
Dirty Harry meets MGS2 in a world where the law is controlled by bounty hunters. There's a great game hidden here somewhere.

**HAVEN: CALL OF THE KING** ★ OVERALL 08  
An epic platform game that provides a seamless adventure with no loading interrupting the action.

**BRONZE**  
PlayStation 2

**HEROES OF MIGHT AND MAGIC** OVERALL 03  
Patchy PC-style fantasy adventure.

**HITMAN 2: SILENT ASSASSIN** ★ OVERALL 09  
A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish or pure of heart, but it contains brilliant gaming.

**SILVER**  
PlayStation 2

**INTERNATIONAL SUPERSTAR SOCCER** ★ OVERALL 08  
Genuine squads and more instant gratification take ISS up to the PS2 level.

**BRONZE**  
PlayStation 2

**ISS 2** OVERALL 07  
More arcade than PES with better commentary, but dodgy ball physics and animation. Not for soccer purists.

**JAK AND DAXTER: THE PRECURSOR LEGACY** ★ OVERALL 09  
A brilliant platformer from the makers of Crash Bandicoot that introduces two heroes you'll be seeing a lot more of.

**SILVER**  
PlayStation 2

**JAMES BOND 007: AGENT UNDER FIRE** ★ OVERALL 08  
A thrilling single-player Bond experience, with a great four-player mode and beautiful Bond girls.

**BRONZE**  
PlayStation 2

**JEREMY MCGRATH SUPERCROSS WORLD** OVERALL 03  
A motocross game that's just like the real thing (minus the thrills, speed, gritty handling and mud).

**JURASSIC PARK: PROJECT GENESIS** OVERALL 07  
A prehistoric premise, sure. But Operation Genesis puts a fresh spin on the God sim genre. Hammond would be proud.

**KENGO: MASTER OF BUSHIDO** OVERALL 06  
A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature.

**KELLY SLATER'S PRO SURFER** ★ OVERALL 08  
A bit too similar to Tony Hawk for our liking, but still the best surfing game around.

**BRONZE**  
PlayStation 2

**KESSEN** OVERALL 07  
A real-time strategy game set in feudal Japan, where you get to command a huge army. Strategy fans only.

**KINGDOM HEARTS** ★ OVERALL 08  
A beautifully produced RPG with Disney and Square characters. Don't let the Kiddy vibe fool you, this one's very tough.

**BRONZE**  
PlayStation 2

**KLONOA 2: LUNATEA'S VEIL** ★ OVERALL 08  
Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid. Fun stuff.

**BRONZE**  
PlayStation 2

**KNOCKOUT KINGS 2001** OVERALL 06  
A more-than-competent boxing sim. Not a match for Rocky though.

**KURI KURI MIX** OVERALL 07  
A blend of two-player co-operation and cutesy platformer. An odd but worthwhile addition to any PS2 collection.

**LARGO WINCH** OVERALL 05  
Based on a French comic character, this spy game is too linear, and lacks the interactivity that is needed to maintain a gamer's attention.

**LEGIA 2: DUAL SAGA** OVERALL 07  
A Japanese RPG that uses a combat system full of combos and special moves. A host of mini-games prevent this from falling into the 'generic' basket.

**LEGENDS OF WRESTLING** OVERALL 05  
'Violent ballet' with a shortage of modes and options. There are much better recreations of Pro wrestling.

**LE MANS 24 HOURS** ★ OVERALL 08  
Accessible for gamers daunted by sim-style vehicle handling, but has depth and thrills.

**BRONZE**  
PlayStation 2





<b>LMA MANAGER 2002</b> A-grade soccer management game, but for die-hard football fans only.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>LORD OF THE RINGS: THE TWO TOWERS</b> Superb hack and slash gaming based on the movie, not the book. Not very deep, but delivers huge battles.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MARK OF KRI</b> An enjoyable single player adventure that hacks, stabs and slashes at the beat 'em stereotype. Check it out.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MADDEN NFL 2003</b> While realistic enough, of the two major NFL games around, this is the flashier. Best for those who want high scores over realism.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MAT HOFFMAN'S PRO BMX 2</b> Whilst impressive in many areas and exceptional in some, MHPB2 doesn't quite live up to expectations.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MAX PAYNE</b> A fine shooting game that is underrated. Fantastic innovations and a very cinematic feel lifts the action.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MAXIMO</b> A tribute to Ghosts 'N' Goblins and an excellent mix of retro and modern gaming.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MIDK2: ARMAGEDDON</b> Originally on Dreamcast and PSone, this third-person shooter has lost nothing in translation. Destined to be a cult classic.	<b>★ OVERALL 08</b> <b>SILVER</b> PlayStation 2
<b>MEDAL OF HONOR: FRONTLINE</b> A very realistic FPS that has been wowing audiences the world over since the game was released.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>METAL GEAR SOLID 2: SONS OF LIBERTY</b> A must-own, state-of-the-art tactical espionage game that's reason enough to buy a PS2. A superbly paced, gripping story.	<b>★ OVERALL 10</b> <b>GOLD</b> PlayStation 2
<b>METAL GEAR SOLID 2: SUBSTANCE</b> Incredibly comprehensive Metal Gear package for newbies but MGS2 owners will struggle to find \$110's worth.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MICROMACHINES</b> Nothing particularly 'next-gen' about this instalment of the series, but an excellent racing diversion nonetheless.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>MODERNGROOVE: MINISTRY OF SOUND</b> An entertaining lightshow generator, containing five full dance albums. Not quite up to the standards set by MTV Music Generator.	<b>OVERALL 06</b> <b>BRONZE</b> PlayStation 2
<b>MONSTERS, INC.</b> Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film clips are entertaining.	<b>OVERALL 04</b> <b>BRONZE</b> PlayStation 2
<b>MOTO GP</b> Gran Turismo on two wheels? A fantastic motorbike sim that rewards repeated play.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>MOTO GP2</b> A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic. Excellent 3D graphics and race replay facility.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>MOTO GP3</b> A little repetitive and far too similar to the last two games. Still, it's the best motorbike game on the system thus far.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>MTV MUSIC GENERATOR</b> Home DJ sample/mixer music maker. It's enormous fun and nigh-on faultless. This is exciting and well put together.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>MX SUPERFLY 2003: FEAT RICKY CARMICHAEL</b> Polished and engaging motorcross sim that utilises its subject matter to great effect. An excellent extreme game.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>MX RIDER</b> Motocross/supercross sim that lacks the true grittiness and excitement of the sport.	<b>OVERALL 06</b> <b>BRONZE</b> PlayStation 2
<b>NBA 2K3</b> Not only realistic, but packed with plenty of features as well, offering a wide selection of game modes.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>NBA HOOPZ</b> Instant arcade-styled basketball sim, but there are better ones on the street.	<b>OVERALL 06</b> <b>BRONZE</b> PlayStation 2
<b>NBA LIVE 2002</b> An update of NBA Live 2001? Only for true basketball nuts.	<b>OVERALL 06</b> <b>BRONZE</b> PlayStation 2

## PLATINUM WATCH

The *Starfighter* series remains LucasArts' best work on PS2. Get the original *Star Wars: Starfighter*, now only \$49.95 in all parts of the galaxy.

## PSONE PLAYA

Original PlayStation show stoppers, still well worth a play.



## PlayStation

### TOMB RAIDER II

Certain members of *OPSD* have fond memories of wasting valuable revision time while stuck in Venice, the Tibetan Foothills and the Ice Palace with just Lara and a few tigers for company. In fact, *TRII* is one of the main reasons we remain excited about *The Angel Of Darkness*. If Core can repeat it with next-gen flare and equivalent man hours of action we might have to take three weeks off.

<b>NBA STREET VOLUME 2</b> A must-own for hoop fans and anyone looking for a solid multiplayer title.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>NEED FOR SPEED: HOT PURSUIT 2</b> One of the better arcade racers to grace the PS2. Truly the best of the <i>NFS</i> series, not just a PS2 update.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>NFL 2K3</b> This is the game to own for anyone into American football thanks to its ultra-realistic graphics and gameplay.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>NFL QUARTERBACK CLUB</b> American football game that has unique features, but unable to compete with <i>Madden 2003</i> .	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>NHL 2K3</b> Excellent simulation settings for the die-hard fans, and plenty of arcade thrills for the rest of us.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>NHL 2003</b> The definitive Ice hockey videogame, but only a slight improvement on <i>NHL 2002</i> .	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>NY RACE</b> Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic <i>The Fifth Element</i> . Nothing crazy to see here.	<b>OVERALL 05</b> <b>BRONZE</b> PlayStation 2
<b>ONI</b> New character animation in an enjoyable 3rd person sci-fi romp.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>ONIMUSHA: WARLORDS</b> Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an iffy PAL conversion, though.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>OPERATION WINBACK</b> Lacks variety, but still an enjoyable stealth shooter, nevertheless.	<b>OVERALL 06</b> <b>BRONZE</b> PlayStation 2
<b>ORPHEN</b> A disappointing anime-inspired Japanese RPG.	<b>OVERALL 04</b> <b>BRONZE</b> PlayStation 2
<b>PARAPPA THE RAPPER 2</b> Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>PARIS-DAKAR RALLY</b> Based on the race of the same name, this sim does little to inspire interest.	<b>OVERALL 05</b> <b>BRONZE</b> PlayStation 2
<b>PENNY RACERS</b> A half-baked and underfed GT3, with just a few good tracks. It's a difficult one to recommend to anybody wanting a great racer.	<b>OVERALL 04</b> <b>BRONZE</b> PlayStation 2
<b>POLICE 24/7</b> Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-'em-up.	<b>OVERALL 05</b> <b>BRONZE</b> PlayStation 2
<b>POOLMASTER</b> Dull pool sim, despite some tidy ball physics.	<b>OVERALL 05</b> <b>BRONZE</b> PlayStation 2
<b>PRIDE FC</b> The new king of the ring! <i>Pride FC</i> is the most realistic fighting simulation available on any system to date. Great stuff.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>PRISONER OF WAR</b> Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>PRO EVOLUTION SOCCER 2</b> For the second year running, the <i>Pro Evolution</i> series has been the best soccer-sim on any system. Lacks licences, but has total realism.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>PROJECT EDEN</b> Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>QUAKE III</b> In four-player, this FPS is solid multiplayer fun. A technical tour de force, it runs smoothly and looks absolutely gorgeous.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>RATCHET &amp; CLANK</b> Pure platforming bliss from the company behind the original <i>Spyro the Dragon</i> titles on the PSone.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>RAYMAN 3: HOODLUM HAVOC</b> <i>Rayman</i> offers plenty of 'armless fun but he's no match for <i>Ratchets</i> or <i>Raccoons</i> .	<b>OVERALL 07</b> <b>SILVER</b> PlayStation 2

<b>RALLY FUSION: RACE OF CHAMPIONS</b> A decent offroad racing simulation that only really falls short in that it fails to match the wonders of <i>Colin McRae Rally 3</i> and <i>WRC II Extreme</i> .	<b>OVERALL 06</b> <b>BRONZE</b> PlayStation 2
<b>READY 2 RUMBLE: ROUND 2</b> A marvellous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>RED FACTION</b> Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed <i>Quake III</i> .	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>REIGN OF FIRE</b> Packs plenty of action, but is chaotic to the point where it feels decidedly aimless. Also let down by control issues.	<b>OVERALL 05</b> <b>BRONZE</b> PlayStation 2
<b>RESIDENT EVIL CODE: VERONICA X</b> A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>REZ</b> Exploring the relationship between sound and colour this techno shooter provides pure gameplay. Unique, and refreshing.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>RIDGE RACER V</b> A popular racer, but high hopes were scuppered by the limited size and a lack of originality.	<b>OVERALL 07</b> <b>SILVER</b> PlayStation 2
<b>RING OF RED</b> A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>ROBOTECH: BATTLECRY</b> A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>ROCKY</b> The best boxing title available for PS2. Has a great story mode that takes the player through the movies. Adrienne!	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>RUGBY 2002</b> So far the only PS2 game to represent this sport. More akin to <i>Madden</i> than <i>FIFA</i> in approach. EA Sports have done it again.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>RUMBLE RACING</b> Fast and furious arcade stunt racer that has tonnes of challenge and replay value, especially in two-player mode.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>RUN LIKE HELL</b> A refreshing sci-fi survival horror title with a host of famous names handling the voice acting.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>RUNE: VIKING WARLORD</b> A Viking slash-'em-up that should have been confined to the Dark Ages.	<b>OVERALL 04</b> <b>BRONZE</b> PlayStation 2
<b>SALT LAKE 2002</b> Soulless Winter Olympics game. Decent weather effects but the majority of events are rather tedious.	<b>OVERALL 03</b> <b>BRONZE</b> PlayStation 2
<b>SHADOW OF MEMORIES</b> Filmic adventure that keeps the surprises coming with a serpentine plot.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>SHINOBI</b> <i>Shinobi</i> is the kind of frantic, shallow, old school arcade game we don't see enough of anymore. A fast and bloody good time.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>SILENT HILL 2</b> One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one game.	<b>★ OVERALL 09</b> <b>SILVER</b> PlayStation 2
<b>SILENT SCOPE</b> Slick but simple shooting gallery-style game where you play a police sniper. Works surprisingly well.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2
<b>SILENT SCOPE 2</b> A worthwhile update of this arcade sniper sim, though the formula is looking tired now.	<b>OVERALL 07</b> <b>BRONZE</b> PlayStation 2
<b>SILPHEED: THE LOST PLANET</b> Tedious top-down shooter. No-one bought a PS2 for games like this.	<b>OVERALL 03</b> <b>BRONZE</b> PlayStation 2
<b>SIR ALEX FERGUSON'S PLAYER MANAGER 2002</b> Adept footy management sim, but lacks the killer goal.	<b>OVERALL 06</b> <b>BRONZE</b> PlayStation 2
<b>SKY ODYSSEY</b> A flight sim where you don't have to shoot anything, just complete crazy missions.	<b>★ OVERALL 08</b> <b>BRONZE</b> PlayStation 2





**SLED STORM** OVERALL 06  
A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.

**SMASH COURT TENNIS PRO TOURNAMENT** OVERALL 07  
Deep & stylish this game suffers from disproportionate leaps in difficulty that can be off-putting.

**SMUGGLER'S RUN 2: HOSTILE TERRITORIES** OVERALL 07  
Impressively big, fast and frantic, but not much different to its predecessor.

**SOLDIER OF FORTUNE: GOLD EDITION** OVERALL 05  
No-brainer first-person shooter that's average at best. Only for those craving mindless violence.

**SOUL REAVER 2** OVERALL 07  
Soul-sucking fantasy adventure that revolves around the exploits of Raziel and his huge Reaver sword.

**SPACE RACE** OVERALL 05  
The cartoon Kart racer in its simplest form. Lacks originality and is a poor Mario Kart rip-off, but uses cel-shading to nice effect.

**SPIDER-MAN** OVERALL 07  
It doesn't display huge innovations over its PSone counterpart, although it's a solid and enjoyable Spidey title either way.

**SPLASHDOWN** OVERALL 07  
Above average Sea-Doo racer, with impressive water effects. The racing is sluggish though.

**SPY HUNTER** ★ OVERALL 08  
Pretend to be James Bond. Captures the spirit of the original game and adds further shiny next-gen knobs. **BRONZE** PlayStation 2

**SSX TRICKY** ★ OVERALL 09  
Inventive rainbow coloured high speed snowboard game packed with crazy courses, and crazier characters. **SILVER** PlayStation 2

**STAR WARS: BOUNTY HUNTER** OVERALL 07  
Gorgeous to look at, taking the gamer into the Star Wars universe, but is let down by repetitive gameplay.

**STAR WARS: CLONE WARS** OVERALL 07  
One for the Star Wars collectors, and a great battlefield in its own right. Shallow but still worth investigation.

**STAR WARS: STARFIGHTER** ★ OVERALL 09  
Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects. Great fun. **SILVER** PlayStation 2

**STAR WARS: SUPER BOMBAD RACING** OVERALL 05  
Banal cartoon kart racer. The Force is weak with this one.

**STATE OF EMERGENCY** OVERALL 06  
A shallow but worryingly enjoyable game that puts the player at the centre of a riot.

**STREET FIGHTER EX3** OVERALL 06  
A decent enough 2D/3D fighting game, but is milking the series to death. There are better 2D fighters from the same company.

**STREET HOOPS** OVERALL 06  
More about collecting fancy duds than having a decent game of basketball, which is why this hoops title misses from the line.

**STUNTMAN** ★ OVERALL 08  
Won't have the wide appeal of the Driver games due to its difficulty, but it's an ingenious concept that thrills and entertains. **BRONZE** PlayStation 2

**SUMMONER 2** ★ OVERALL 08  
Follow-up to the RPG launch title. More action orientated than the original, but still an epic adventure for fans of fantasy. **BRONZE** PlayStation 2

**SUPER TRUCKS** OVERALL 04  
Bland, arcadey racing that fails to convey the impression of racing mammoth trucks.

**SUPERCAR STREET CHALLENGE** OVERALL 04  
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.

**SWORD OF THE SAMURAI** OVERALL 07  
Sword of the Samurai is a slow, ponderous, but intelligent game that combines strategy with gore.

**TARZAN FREERIDE** OVERALL 04  
Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work.

**TAZ: WANTED** OVERALL 05  
Despite some neat cel-shading effects and amusing Looney Toons content, this platformer is a bit too bland to warrant attention.

**TEKKEN TAG TOURNAMENT** ★ OVERALL 08  
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves make it a worthwhile purchase. **BRONZE** PlayStation 2

**TEKKEN 4** ★ OVERALL 09  
Continuing the tradition of fighting game excellence. The first Tekken game to include free-movement. **SILVER** PlayStation 2

**TENCHU: WRATH OF HEAVEN** ★ OVERALL 08  
An infusion of ninja style and killer gameplay across nine sumptuous levels. A great return to form for a classic title. **BRONZE** PlayStation 2

**THE BOUNCER** OVERALL 06  
A fun, accessible brawler whose adventuring elements are fairly limited.

**THE GETAWAY** ★ OVERALL 09  
Sony's answer to Grand Theft Auto, with a decidedly darker and nastier storyline. Offers an amazingly life-like replica of London. **SILVER** PlayStation 2

**THE HOOPS** ★ OVERALL 08  
Strictly for gamers of pre-school age, this is a faithful and entertaining reproduction of the popular kids' show. **BRONZE** PlayStation 2

**THE MUMMY RETURNS** OVERALL 05  
Sub-standard, adventure-based movie tie-in. You're better sticking to the more reliable Tomb Raider collection.

**THE SIMPSONS: ROAD RAGE** OVERALL 06  
It's Crazy Taxi but with Bart and Homer behind the wheel.

**THE SIMS** ★ OVERALL 09  
A one of a kind gaming experience that even your mum will enjoy, with extras to make your PC gaming friends jealous. **SILVER** PlayStation 2

**THE THING** ★ OVERALL 08  
Not only does it do justice to the classic horror film, but also introduces fear and trust issues to the survival-horror genre. **BRONZE** PlayStation 2

**THE WEAKEST LINK** OVERALL 04  
You'll get more enjoyment playing along with the show than you will from putting up with the viper-tongued host.

**THEME PARK WORLD** OVERALL 07  
Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstiles a-spinnin' is your prime directive.

**THIS IS FOOTBALL 2003** OVERALL 07  
Has an excellent one-two passing system and is a solid football title, but is still plays in the shadow of Pro Evolution 2 and FIFA 2003.

**THUNDERHAWK: OPERATION PHOENIX** OVERALL 07  
A brave attempt to blend arcade and sim with choppers.

**TIGER WOODS PGA TOUR 2002** OVERALL 06  
Authentic golf sim, a tad undermined by a random control system.

**TIME CRISIS 2** ★ OVERALL 08  
PS2's first on-rails light gun title sets the standard for others to follow. Has a great two-player co-op mode. **BRONZE** PlayStation 2

**TIMESPLITTERS** ★ OVERALL 09  
Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-screen multiplayer madness. **SILVER** PlayStation 2

**TIMESPLITTERS 2** ★ OVERALL 10  
Takes the multiplayer from TimeSplitters and adds heaps of options. Major visual upgrades, i-Link for 16-player games – the works! **GOLD** PlayStation 2

**TOM CLANCY'S SPLINTER CELL** ★ OVERALL 10  
Move over Snake, Sam's the new special agent in town! Splinter Cell is an innovative game with some very cool touches. **GOLD** PlayStation 2

**TONY HAWK'S PRO SKATER 3** ★ OVERALL 08  
Fantastic skate sim that's perfect to play whether you've got two minutes or two hours to spare. **SILVER** PlayStation 2

**TONY HAWK'S PRO SKATER 4** ★ OVERALL 10  
With some new moves, the series is taken in a new direction. Skate around, interact with locals, and do things at your own pace. **GOLD** PlayStation 2

**TOP GUN** OVERALL 04  
A flight sim that appears to have been designed by folks who have never seen a plane before.

## PLATINUM WATCH

Slithery spine-chiller *Silent Hill 2* will be out on Platinum any day soon.

**TREASURE PLANET** ★ OVERALL 08

An excellent take on the Disney movie of the same name, providing platform game goodness for younger gamers. **BRONZE** PlayStation 2

**TUROK: EVOLUTION** OVERALL 06  
Boasts a wicked line-up of weapons and a variety of gaming styles, but suffers from crappy AI and frame rate issues.

**TWIN CALIBER** OVERALL 03

One of the shoddiest shooters around. Takes an interesting twin-pistol gaming concept and ruins it with slow gameplay, chronic control issues.

**TWISTED METAL: BLACK** ★ OVERALL 08

This is everything that you'd expect a Twisted Metal game to be on PS2 – and then some. **BRONZE** PlayStation 2

**UEFA CHAMPIONS LEAGUE** OVERALL 06

A very run of the mill soccer title which, with its very narrow focus on a single tournament, has extremely limited appeal. If you have Pro Evolution or FIFA you don't need this.

**UFC THROWDOWN** OVERALL 07

Arguably the most realistic fighting game ever made, but extremely repetitive. One for fighting game nuts only.

**UNREAL TOURNAMENT** ★ OVERALL 08

Totally over-the-top first-person shooter. Makes for a nice alternative to Quake III, but is outclassed totally by TimeSplitters 2. **BRONZE** PlayStation 2

**V8 SUPERCAR RACE DRIVER** ★ OVERALL 09

Real damage. Real V8s. Real Aussie tracks. Real fun. The best racing game seen so far on the PlayStation 2. **SILVER** PlayStation 2

**VICTORIOUS BOXERS** OVERALL 04

Offbeat Japanese boxing title that lacks the killer punch. Pointless to track down while games such as Rocky are about.

**VIRTUA COP ELITE** OVERALL 03

While this may deliver perfect conversions of the two arcade classics, there are far better light gun games available today, making this a bland experience.

**V-RALLY 3** ★ OVERALL 08

Not as instantly playable as WRC II Extreme or Colin McRae Rally 3 but effort pays off with some very satisfying racing. **BRONZE** PlayStation 2

**VAMPIRE NIGHT** ★ OVERALL 08

A vampire-blasting light gun extravaganza that looks great but has questionable replay value once the bad boys are all put to rest. **BRONZE** PlayStation 2

**VIRTUA TENNIS 2** ★ OVERALL 08

Far and away the best Tennis simulation to grace the PS2. The World Circuit mode provides an awesome long term challenge. **BRONZE** PlayStation 2

**WAR OF THE MONSTERS** OVERALL 07

War of the Monsters is a big, brash game that explodes with charm and burns brightly... but not for very long.

**WILD WILD RACING** OVERALL 06

Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.

**WIPEOUT FUSION** ★ OVERALL 09

Style and substance are here in the most fully realised Wipeout yet. This future racer is as smart and extreme as it gets. **SILVER** PlayStation 2

**WORLD CHAMPIONSHIP SNOOKER 2002** ★ OVERALL 08

Extremely playable snooker sim that may convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty. **BRONZE** PlayStation 2

**WORLD DESTRUCTION LEAGUE THUNDER TANKS** OVERALL 07

Arcade tank sim that's brilliant in Four-player Deathmatch mode. Lacks lasting appeal in single-player mode, though.

**WORMS BLAST** OVERALL 06

A Tetris-like departure from the usual Worms fare, but one that lacks depth. Fans of the Worms games be aware this is more like Bust-A-Move than what you're used to.

**WRECKLESS: THE YAKUZA MISSIONS** OVERALL 07

An amusing mission-based driving game that features excellent collision effects, with cars that be broken down piece by piece.

**WRC II EXTREME** ★ OVERALL 09

Don't let the 'extreme' title fool you, this is pure rally realism. Not as pretty as Colin McRae Rally 3, but has all the official stuff. **SILVER** PlayStation 2

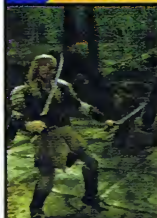
**WWE SMACKDOWN 4: 'SHUT YOUR MOUTH!'** ★ OVERALL 08

This is without a doubt the most realistic representation of the WWE experience on a console yet. **BRONZE** PlayStation 2

**ZONE OF THE ENDERS** ★ OVERALL 09

Absolutely brilliant for anime fans who want to see high-speed mech combat. **SILVER** PlayStation 2

## TOP 5 FILM GAMES



1. THE LORD OF THE RINGS: THE TWO TOWERS

Looks the bomb, with film-inspired swords 'n' sorcery.

2. THE THING  
Who can you trust? Us. This is top survival horror.

3. SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Scooby proves he's more than just a cartoon hound.

4. MINORITY REPORT

State Of Emergency-inspired free-roaming fighting.

5. BLADE II

A whole league above Frank Herbert's Dune.



# DON'T BE ALONE IN THE DARK

## WIN A PRIVATE SCREENING OF DARKNESS FALLS FOR YOURSELF AND 20 FRIENDS!

**TO CELEBRATE THE** release of the horror film *Darkness Falls*, Columbia TriStar has organised a special screening for *OPS2* readers. *Darkness Falls* was made entirely in Melbourne and tells the tale of an urban legend about a 'Toothfairy' serial killer.

One lucky person, and twenty of their best friends, will receive the star treatment with a screening of *Darkness Falls* and fully catered food and drink prior to the movie. To make the event even more enticing, Columbia TriStar has organised to have the screening night at a venue in the capital city of whichever Australian state you live in. The screening night will be organised for a convenient night in June or July, following the movie's June 12th release.

To be in the running to win this awesome prize, valued at \$3,500, just write in and tell us in 10 words or less, why you deserve to win the screening. Follow the competition entry details at the bottom of the page and mark your entries, "Darkness Falls".



### EVIL RISES.

# DARKNESS FALLS



RECOMMENDED FOR MATURE AUDIENCES 15 YEARS AND OVER  
MEDIUM LEVEL VIOLENCE,  
LOW LEVEL COARSE LANGUAGE

REVOLUTION STUDIOS PRESENTS A DISTANT CORNERS/BLUE STAR PICTURES PRODUCTION "DARKNESS FALLS" CHANEY KLEY  
EMMA CAULFIELD MUSIC BY BRIAN TYLER CREATURE DESIGNED AND CREATED BY STAN WINSTON STUDIO EDITORS STEVE MIRKOVICH, A.C.E. TIM ALVERSON PRODUCTION DESIGNER GEORGE LIDDLE  
DIRECTOR OF PHOTOGRAPHY DAN LAUSTSEN EXECUTIVE PRODUCERS DEREK DAUCHY LOU ARKOFF STORY BY JOE HARRIS SCREENPLAY BY JOHN FASANO AND JAMES VANDERBILT AND JOE HARRIS  
PRODUCED BY JOHN HEGEMAN JOHN FASANO WILLIAM SHERAK JASON SHUMAN DIRECTED BY JONATHAN LIEBESMAN



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**HOW TO ENTER** - Send entries to [OPS2@derwenthoward.com.au](mailto:OPS2@derwenthoward.com.au) with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: Official PlayStation Magazine, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only.

Entries should be clearly marked and include: The name of the comp, your name, age, phone number and address. All competitions close June 14, 2003.





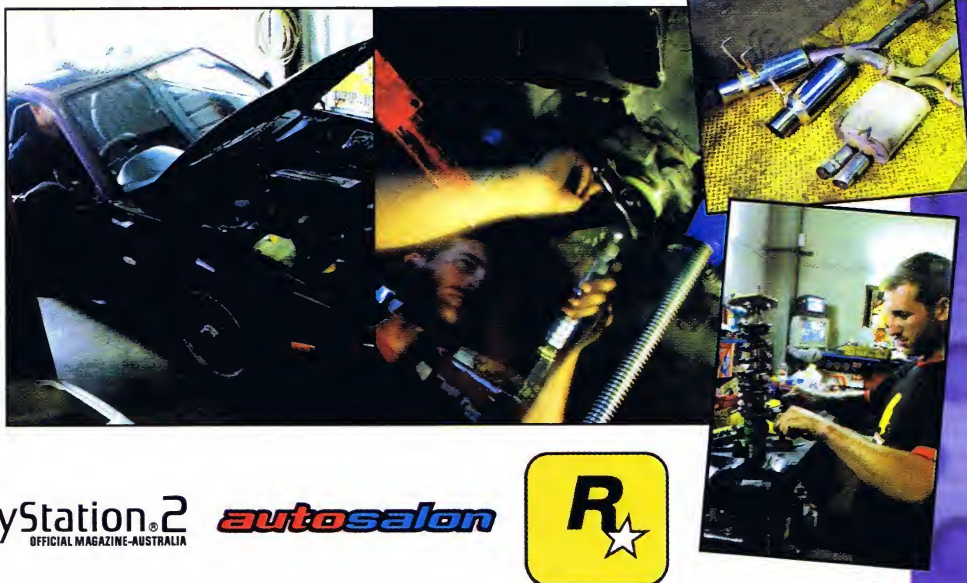
# MIDNIGHT CLUB 2

## AS ROCKSTAR'S SENSATIONAL NEW RACER GEARS UP, WE'VE BEEN TOOLING AWAY OURSELVES...

**AS PREVIOUSLY** announced in the April issue of OPS2, we are giving you the opportunity to win a one-off *Midnight Club II* street machine! To celebrate Rockstar's amazing new online racer we're building a top-notch car from the ground up – in the true tradition of the awesome game itself.

As you can see in these pictures, the *Midnight Club II* Nissan 180SX has just completed its first stage of development and OPS2 will be keeping track of its progress right until the final stages of paint and detail. Over the coming issues, we'll publish even more shots of how the 180SX is shaping up. The August and September issues of OPS2 will carry Official Tokens (you'll need both of them for an eligible entry) and the full terms and conditions about how to win the 180SX.

Just for starters, we can tell you that the 180SX is in the legendary hands of car boulder Danny Vahoumis and to date we've done a lot of work on the suspension, wheels and tyres (like the sound of 18 inch rims and Dunlop LeMans 225's?) and its massive exhaust system. The next stage will include plenty of performance tweaking, and Danny hopes to increase the rear-wheel power by at least 50%. Excited? We sure are! Stay tuned to OPS2 for more information on winning the *Midnight Club II* Nissan 180SX!



PlayStation<sup>2</sup>  
OFFICIAL MAGAZINE-AUSTRALIA

autosalon



# THE CASTLE

**RETURN TO CASTLE WOLFENSTEIN** is one game that will be going straight to the 'pool room'. It takes you behind enemy lines in a gritty World War II shooter as you tackle the Nazi hordes. All this hectic action and it's still got enough power to throw some of the best graphics yet seen about the place. Activision has kindly given us five copies of its super shooter to give away to deserving readers.

To give yourself a shot at winning a copy of *Return to Castle Wolfenstein*, answer the following question: "What is one of the weapons appearing in the game?" Just follow the comp entry details at the bottom of the page, marking your entries "The Castle".



**HOW TO ENTER** – Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: Official PlayStation Magazine, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only.

Entries should be clearly marked and include: The name of the comp, your name, age, phone number and address. All competitions close June 14, 2003.

Note: Images of prizes as shown above may vary from the appearance of the actual prizes received due to circumstances beyond the publisher's control.



# NEXT MONTH

PLAYSTATION®2 JULY ISSUE

# GREEN MACHINE

PREPARE YOURSELF FOR THE OFFICIAL VERDICT ON THE HULK! MASSIVE REVIEW NEXT MONTH!

NEXT MONTH  
IN OFFICIAL  
AUSTRALIAN  
PLAYSTATION  
MAGAZINE

## ENTER THE MATRIX

IT'S THE MONTH OF MOVIE TO GAME BONANZAS AS WE DELIVER THE WORLD'S FIRST ENTER THE MATRIX REVIEW AS WELL.

## TOMB RAIDING

LARA MAY HAVE BEEN LURKING IN THE SHADOWS FOR A LONG TIME BUT SHE'S FINALLY READY TO EXPOSE HER ASSETS. FIND OUT IF IT'S BEEN WORTH THE WAIT IN OUR EXCLUSIVE REVIEW.

## BEST OF SHOW

THE WORLD'S BIGGEST VIDEOGAMES EVENT, E3, IS GEARING UP FOR ONE HELL OF A MASSIVE SHOW AND WE'LL BE THERE TO COVER EVERY SINGLE GAME.

## ANOTHER STACK OF FREE PS2 DEMOS...



AUSTRALIA'S ONLY PLAYABLE DEMO DVD FEATURING: DEF JAM VENDETTA, SOCOM, SILENT HILL 3 AND LOADS MORE! NO OTHER MAGAZINE PACKS SO MUCH VALUE ONTO ONE DEMO DISC!

### THE HULK

The green one flexes his muscles.



### ENTER THE MATRIX

Will you be the One?

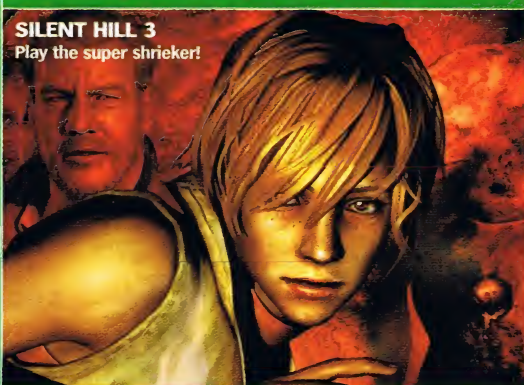


### E3 SHOW

The biggest games event ever!

### SILENT HILL 3

Play the super shrieker!





# chillout sessions 4

a collection of electronic soul and luscious house



Featuring: Massive Attack, Jakatta feat. Seal, Lamb, Morcheeba, Moby, Faithless, Underworld, St Germain, Room 5 feat. Oliver Cheatham, Moloko, Bent, Jamiroquai and In-grid.

2XCD OUT 12.5.03



10 AMAZING PLAYABLE DEMOS ON YOUR FREE PS2 DVD!



# PlayStation<sup>®</sup> 2

## OFFICIAL MAGAZINE-AUSTRALIA

### ENTER THE MATRIX

**If you only play one game this year, make it Enter The Matrix!**

#### HACK THE MATRIX

Use the PS2 keyboard to hack into The Matrix and open up a world of new cheats!

#### UNPRECEDENTED GAMING EXPERIENCE!

Written and directed by the Wachowski Brothers, the creators of the Matrix trilogy!

**An integral part  
of The Matrix  
experience!**

**AMAZING!**

#### SEE HOW DEEP THE RABBIT HOLE GOES

Since no one can tell you what The Matrix is, Enter the Matrix and find out for yourself!

#### GHOST STORIES

Fight the machines from the perspective of human rebels, Ghost and Niobe!

**OVER AN  
HOUR OF  
EXCLUSIVE  
MOVIE FOOTAGE  
FEATURING  
THE  
ORIGINAL  
CAST!**

**FIRST EVER!**

#### VIRTUAL REALITY

Enter The Matrix takes videogames to the next level!

